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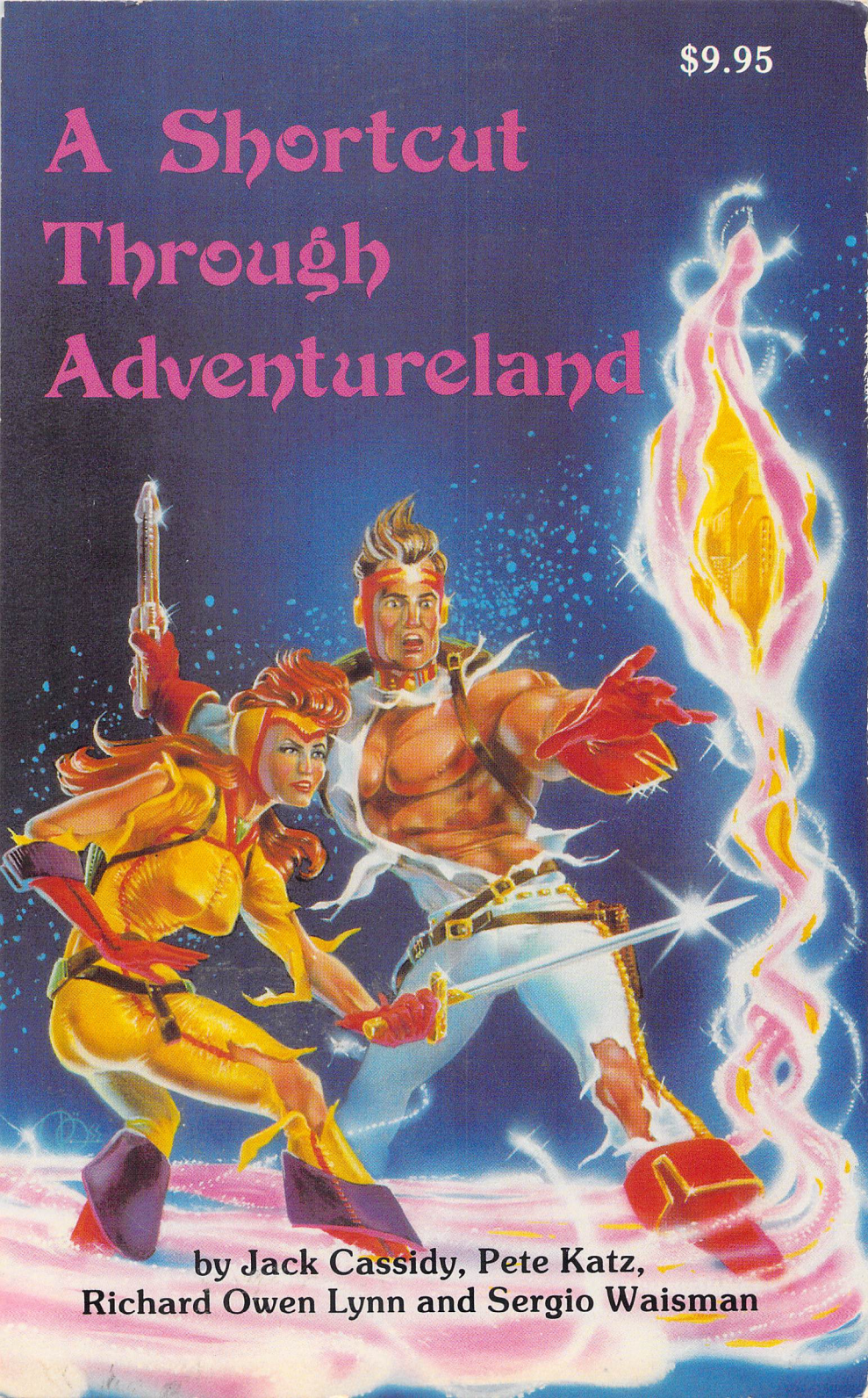
A Shortcut Through Adventureland



by Jack Cassidy, Pete Katz,
Richard Owen Lynn and Sergio Waisman

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Introduction to the Book

This book is intended as an aid in playing the hi-res puzzle solving adventure games on the market today. It represents an amazing variety of games ranging from fairly simple to extremely complex and difficult.

Why (and How) to Use This Book

Two things are important when you play an adventure game. One is that you find the game puzzles both interesting and challenging. The other is that you don't get stuck and give up.

The authors of the adventures have taken care of the first item. All of the games we feature are packed full of inventive puzzles that are a real joy to figure out.

We are here to keep you from getting frustrated. You must decide how much you want to use this book, but we recommend one thing — TRY TO SOLVE EACH PUZZLE YOURSELF BEFORE LOOKING UP THE ANSWER! Don't just follow through the answers as you play, because if you do, you will miss out on a lot of fun.

In this book, we limited our scope to the hi-res puzzle solving adventures. We did not include text adventures, like *Zork*, and we left out the fantasy games that mostly involve battles, like *Wizardry*. Those games are a lot of fun too, but we had to draw the line somewhere.

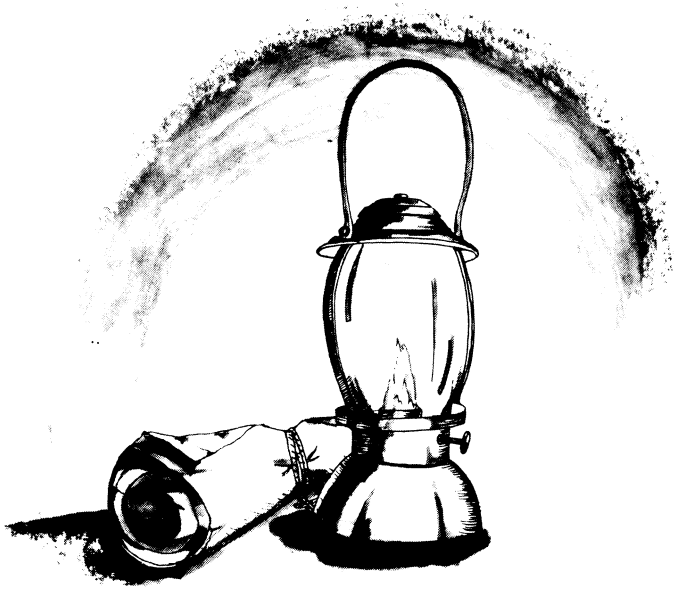
A Lot of Games

We tried to pack in as many of the popular games as we could. You will find a tremendous range of games described here, from relatively simple adventures like *Mission Asteroid,* to virtually impossible adventures like *The Mask of the Sun.*

We also include the complete solution to *Time Zone,* which is like ten games rolled into one.

The style and graphic quality of the games vary tremendously. Some of the games have a large vocabulary and will recognize several words for the same object. Others require an exact phrase to be used for a particular circumstance.

All the games can be played with either a monochrome or a color monitor. If you have a choice, you will probably want to use a color monitor to fully appreciate the fine pictures in some of the games.



Sierra Sets Standard

In the area of hi-res puzzle solving adventures, Sierra On-Line stands out. They offer seven of these adventures — far more than any other company. The graphics and playability are uniformly good. They range in complexity from the early *Mission Asteroid* to the granddaddy of hi-res adventures — *Time Zone.*

Of course we don't want to take anything away from the smaller companies. They continually surprise the player with new ideas and techniques that are unique. Sirius gives us top-of-the-line animation in *Escape from Rungistan.* Softoon has the fastest loading graphics on record. Utrasoft specializes in unsolvable problems. Everyone has a specialty.

You should definitely try adventure games from various companies to see whose style you prefer.

We've Done Our Best

We have tried our best to make everything in this book accurate and to the point. However, we may have missed something here or there. If so, we apologize. Unfortunately, we are unable to individually answer any questions about the games, but if you want to suggest improvements you can send a letter to us via DATAMOST.

If you need help that is not covered in this book, you can sometimes get through to someone at the company that wrote the game.

Finally, we'd like to make a remark about pirated games. There are many pirated versions of adventure games floating around. We've seen a lot of them, and it often happens that the bootleg copy APPEARS to be fine as you start to play. However, you may run into trouble at some crucial point in the game where it won't work right. Another common problem is that you are unable to save the game, and you have to go back to the start any time you are killed. To be safe, avoid pirated games.

Jack Cassidy
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General Map Notes

These notes apply to all maps. Also see special map notes for each game.

North is at the top of all maps.

Each box ☐ represents one room or location. An empty box means there is nothing special to do here.

Lines — show passages between rooms.

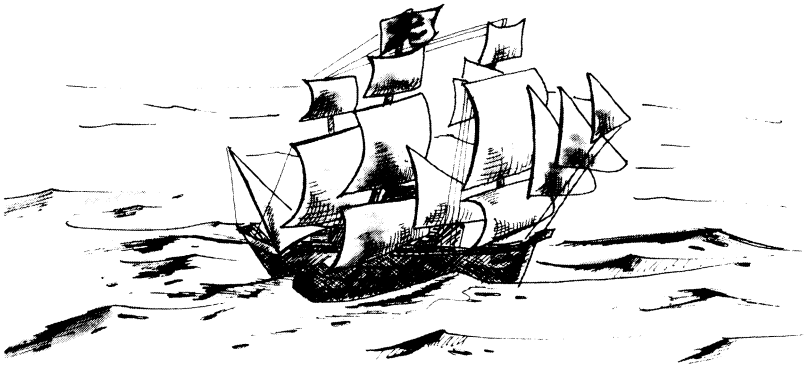
A line with an arrow → shows a one way passage.

A dotted line - - - marks a passage that requires problem solving.

A black bordered box ◘ indicates a special peril.

A line ending with a backward pointing arrow ← illustrates that you will wind up back in the same place.

The letter U or D signified that the passage goes up or down.



DEATH IN THE CARIBBEAN

Introduction

Death in the Caribbean from Micro Fun is a very good adventure. It combines excellent graphics with a well thought out plot. Your quest is to find a treasure hidden on the island. The game is well balanced, in that there are several good minor puzzles, rather than a single major riddle to solve. Though the puzzles are difficult, they are all fair and logical.

The command recognizer is not as sophisticated as in some other adventures. It doesn't understand many alternate word choices. If you do something that isn't useful, it usually just says, "You can't <blank> here." Another slight drawback is that the game doesn't tell you what objects are at a location — you have to look at the screen to know. This makes a color TV or monitor very useful when playing *Death in the Caribbean.*

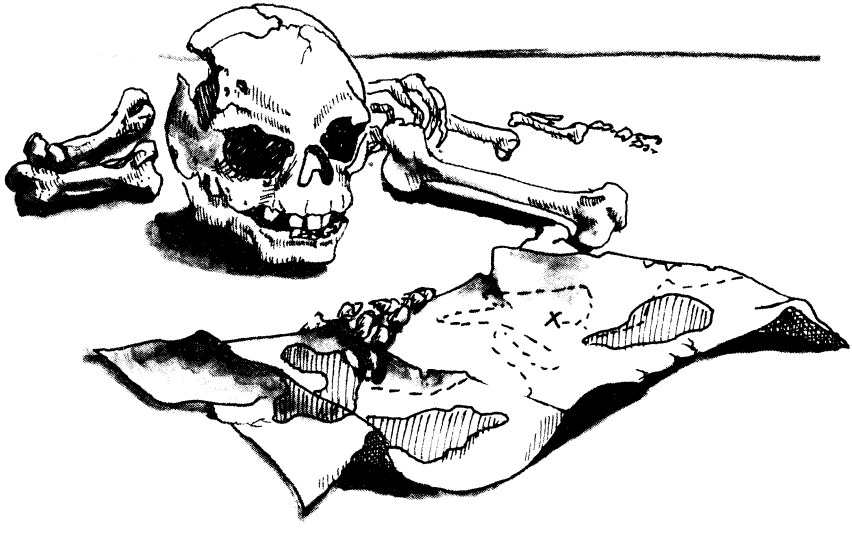
Even so, this is one of the best games we played. It has a good feeling to it. The graphics come on extremely quickly, and as earlier mentioned, are great.

General Hints

After you get the shovel (see #8), a ghost will come to haunt you. Eventually, it will start hiding your equipment. To keep the ghost away, you need the amulet (#13) — get it as soon as you can.

The gold ring is the most useful item. You can use it to teleport, and you will use it a lot. But don't use it too much. Its power must be rested between uses.

Save the game often. You can put up to nine saved games on one disk. So, if you keep your affairs in order, death will not catch you unprepared.



Procedures

1. This is the starting point.

2. This wagon will let you carry as many items as you want. You will need it for the heavy rock at #3, and also for #11.

3. You must move the rock to clear a path. Take the rock for use at #5.

4. Inside the box you'll find a key to use at #25. You can't do anything else with this box and its beautiful lining.

5. The sign gives a helpful warning. Plug the hole with the rock from #3, and you will be able to go north.

6. This is the ring to use for teleportation. When you rub it, you will be asked where you want to go. You will be able to go to various places, under two conditions: (1) It must be some place you have already been, and (2) the place must have a name that you and the game both recognize. Some of the eligible places are an old church, cliff, crevasse, monument, picnic table, fog and cave.

7. You can swing in this swing if you want. Take the rope to use at #9 and #30. The seat is apparently useless.

8. Get the shovel to use at #11 and #32. About 10 or 20 moves from now, the ghost of Robin Hood will come to haunt you. (How Robin Hood came to be buried in the Caribbean, we'll never know.) Go to #13 as quickly as possible, where a ghost repellent awaits you.

9. You have to get yourself and the wagon down the cliff. Tie the rope from #7 to the tree, and to the wagon, then lower it down. You can then climb down the rope yourself. Get the wagon when you get to the bottom. You can leave the rope here for later use.

10. Take the life-belt and wear it before attempting #11.

11. Be sure you are wearing the life-belt from #10. Cross the river in the wagon from #2, paddling with the shovel from #8.

12. You have just lost the wagon. You have also used up the only way to get across the river without the ring to teleport. Now you can only carry four items, in addition to what you can wear.

    The only time the four-item limit gets severe is when you go into the cave. Otherwise some planning, and running back and forth, will allow you to get what you need.

    Wear the ring at all times. If you are wearing it, it will not count in your total of four carried items.

    Before you teleport across the river, there are two things you must do. First, get the amulet to keep the ghost away. Second, visit a few places on this side of the river, so you will be able to get back. A couple good places would be the picnic table (#24) and the fog (#25).

13. Wear this amulet at all times. It will keep the ghost away. It won't count against your limit of four items to carry.

14. You can read the base of the monument. This message is apparently just a waste of time. It seems to be undecipherable gibberish, and it is not needed to complete the quest.

    Also, you will find a bull in the pasture to the south. He looks both threatening and beautiful, with a rainbow spanning his horns. Don't go west from here, or the bull will kill you.

15. Cross the bridge to get across the crevasse. It will hold your weight.

16. Look at the sign. It is held up by a corkscrew. You will need this corkscrew to open the bottle from #17 at #25 and #30.

17. There is a bottle here. It is needed at #25 and #30.

18. The gun is not needed.

19. Get the lantern. You will light it with matches from #23 and use it at #27.

20. If you come here with the lantern lit, it will go out. If you come here with the matches, they will get ruined.

21. This is the back entrance to the cave that you will enter through the church. Since the only way to get here with the lantern lit is through the cave, use this as an exit only.

    21a. Map location. Go north to 21.

22. You can talk to the bird and look at him. This will tell you to dig for the treasure, but not here. If you dig here, the marker will fall and crush you.

23. These are the matches to light the lantern from #19.

24. You can eat the cookies and drink the milk. They will have no effect, and they are not needed anywhere else.

25. Open the bottle from #17 with the corkscrew from #16. Empty it out so the fog will get into the bottle. Then close the bottle for use at #30. When you come back again with the sword from #29, you can cut the fog to clear a path north.

26. The key from #5 is needed to unlock the doors.

27. This is the south end of the church. Look at the music on the organ. It is labeled Mozart Concerto #1, and by looking at the notes you can see it's written in the key of G. You will use this fact at #32.

    27a. You must have the lantern from #19 lit. Also be sure you have the bottle (full of fog) and the corkscrew. Open the trap-door and go down.

28. Keep the lantern lit if you value your life!

29. This sword is to be used at #25. When you get here, you will probably be carrying the lantern, the bottle, the corkscrew, and the key, in addition to whatever you are wearing. This means you have to drop something if you want to take the sword out with you. Drop the key. There is no way to get both the sword and the key out of the cave.

30. To get by the zombie, use the corkscrew from #16 to open the bottle from #17. It should be filled with fog from #25. If you try to fight the zombie, you will lose.

Once you use the bottle all the fog will be gone. If you ever want to get back into the cave, you can go get more fog and come back through 21 and past the zombie. But, then you will never escape the cave.

31. If you already have the sword from #29, then you are almost done. Go north to #25 and cut the fog. There is no reason to go to #31a, except to put your life in danger.

    OK. If you want to be stubborn and go to #31a anyway, then go get the rope you used to get up and down the cliff. When you get back here, drop everything except the rope. Go west.

    31a. Couldn't stay away huh? Bet you're sorry now. Get the hat. Throw the rope. Now your rope is gone for good. But you did get a hat that will look nice if you wear it. Look at the hat for a small, useless hint.

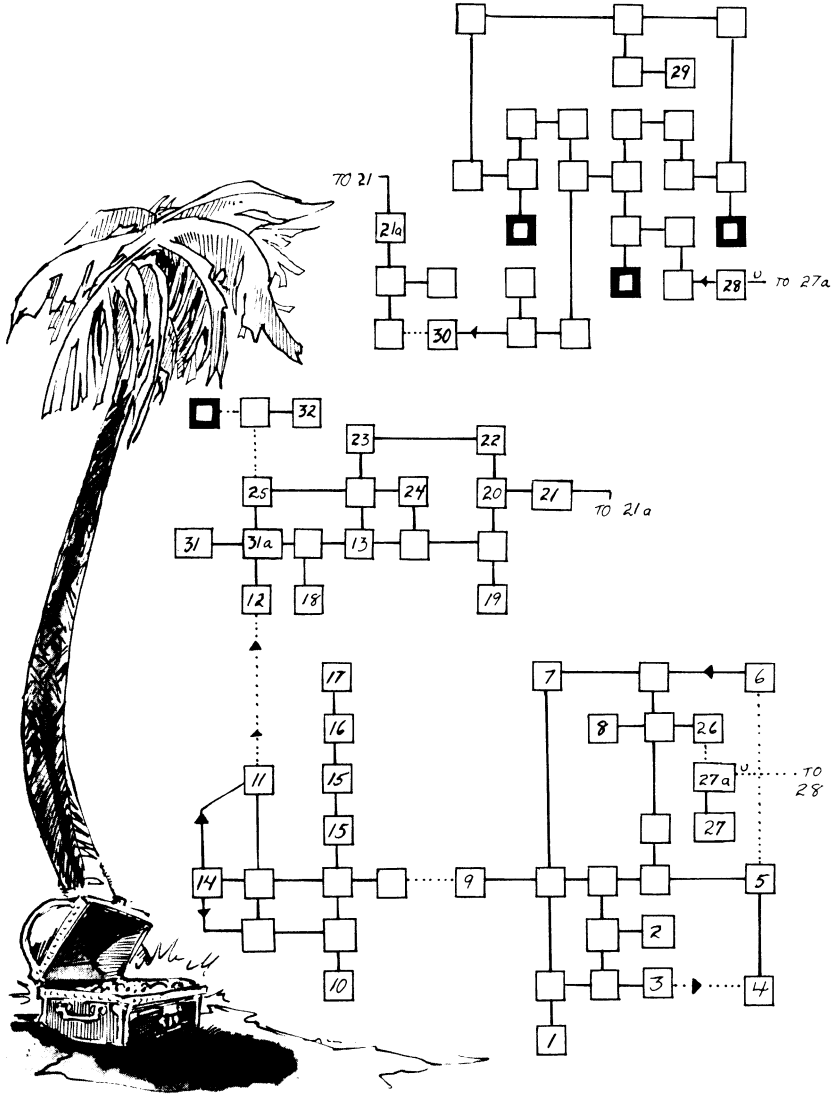
32. Dig with the shovel from #8. You will find the treasure chest. All you have to do is unlock it.

    The game will ask what key you want to use. You want to use the key of G, the same key Mozart used for the music you found on the organ at 27.

    Congratulations! You made it! Now go read up on Professor Carter, whoever that is.

Map Notes

The dark bordered squares ◘ mean instant death.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TRANSYLVANIA

Introduction

Transylvania is a hi-res adventure game from Penguin. We think it has some of the best graphics around, and a good adventure to match. It is fast moving, mainly because of a menacing werewolf and a hungry vampire which chase you around. It is quite satisfying to get rid of these evil creatures who dog your footsteps and frustrate you at every turn.

General Hints

When you see the werewolf on the screen, you can do one of two things: run away or kill him. We recommend you kill him at the first opportunity with the silver bullet from #6 and the revolver from #8. Otherwise, he will follow you almost everywhere, making the game nearly impossible.

The werewolf won't follow you into the castle, but Dracula resides there, so it isn't safe either. He acts just like the werewolf, and we recommend you kill him right away with the cross. You could keep him away with a garlic bud from #3, but you would never get the chance to kill him (see #9 and #11).

Procedures

1. This is the start. After #12, come back here and pour the acid. Then follow instructions.

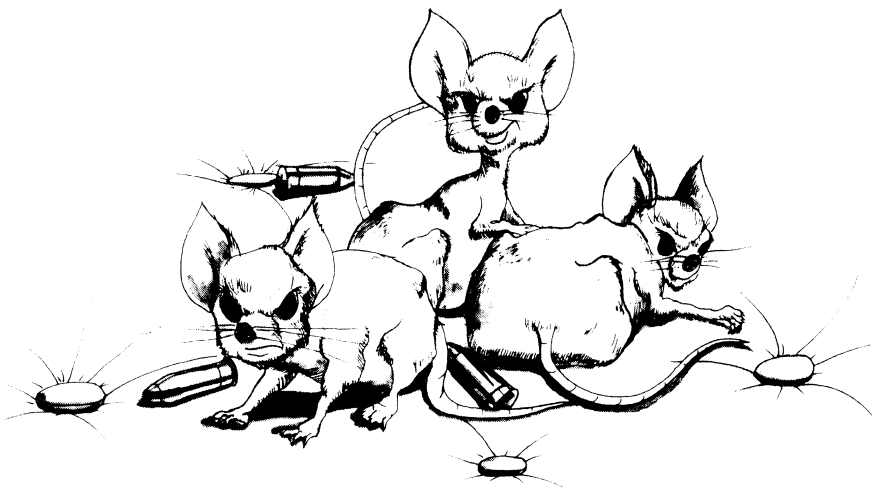
2. This note has a helpful hint.

3. The garlic bud will protect you from the vampire at #9. However you want to kill, not avoid, Dracula. Do not take the garlic.

4. Pull the antler to reveal a secret room (#5).

5. You need this cloak for #16. If you look at the cloak, you will find a pick to use at #13. When you are done, pull the antler to go back to #4.

6. Go to the wagon; you will see a coffin. Inside are a silver bullet (to use at #8) and three mice (use at #12). If the mice get away, catch them the next time you see them.



7. A cross is supposed to get rid of vampires. Use it at #9. After #17, come back here. Then move the gravestone, unlock the grate with the shiny key, and go down to #18.

8. This pistol can be loaded with the bullet from #6. Load it now, then shoot the werewolf when you see him.

9. Once inside the castle, you will encounter Dracula at random, unless you have the garlic from #3. When you see him, show him the cross from #7 to destroy him.

10. The flypaper is needed at #13.

11. When the vampire is dead (see #9), you will be able to open the coffer and get the ring (to use at #16).

12. Drop the mice to get rid of the cat. Take the acid to pour on the stump at #1. The broom will take you on a wild ride to #15 if you ride it — one time only. Now go back to #1 with the acid.

13. To get here from #1, knock on the stump. To go back to #1, try to take the book. If you read the book without taking it, you will get some information to use at #20. Get some flies here with the flypaper from #10. You will use them at #15. To get to #14, unlock the door with the pick from #5.

14. Look at the crystal ball to learn what to do at #16.

15. Give the flies from #13 to the frog. His information is for #17. The sailboat will be used after #20.

16. Wearing the cloak from #5 and the the ring from #11, wave your hand. A few turns later, you will see a shooting star (regardless of where you are). When you see it, come back here and try to enter the saucer. You will get a black box to be used at #20.

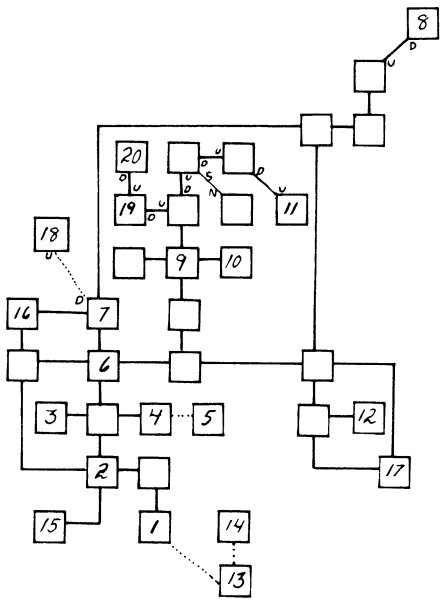
17. Say the word you learned at #15 (ijnid) to get the key for #7. See #7 for the procedure to get to #18.

18. This magic elixir is used at #20.

19. Go up the ladder to #20.

20. Move the vines to reveal a sarcophagus. To open it, press the button on the box from #16. Then follow the procedure descibed at #13 (i.e. wave elixir, pour it, clap hands). Take Sabrina, go to #15, and sail the boat to victory.

Translyvania



MISSION ASTEROID

Introduction

Mission Asteroid is the first hi-res adventure game by On-Line. This adventure is an excellent introductory game for beginners. Even though it is relatively simple, it is also fun and exciting. The biggest problem is a severe time limitation, which makes the game a little harder than a first glance would indicate.

General Hints

Time is the only big problem. Every move uses five minutes, and you have no time for errors or random exploration. You have to go straight to the asteroid, leave the explosives, and get right back to Earth. Even looking at your watch or saving the game uses valuable minutes. Always take the shortest path to get somewhere.

If you die, you can still continue playing. Just answer no when asked if you'd like to play again.

Procedures

1. This is the start. You are equipped with a beeping watch with a switch on it. Press the switch to learn the password for #2. Open the door and enter.

2. Say the password from #1 to go north.

3. You must salute the General to show your respect and get your orders.

4. If you talk to the reporters you will be punished for giving away secret information.

5. With permission from #3, you can get the disk and put it into the drive. Copy down the instructions for #12.

6. Take these explosives for use at #15.

7. You must lift weights so you will pass the physical check-up at #9.

8. After your exercise, you must take a shower. If you don't, you won't get past #9.

9. If you lifted weights at #7 and took a shower at #8, you will be able to open the door and go west.

10. Pushing the button opens and closes the door.

11. The blue button opens the north door and closes the south door. The orange button does the opposite.

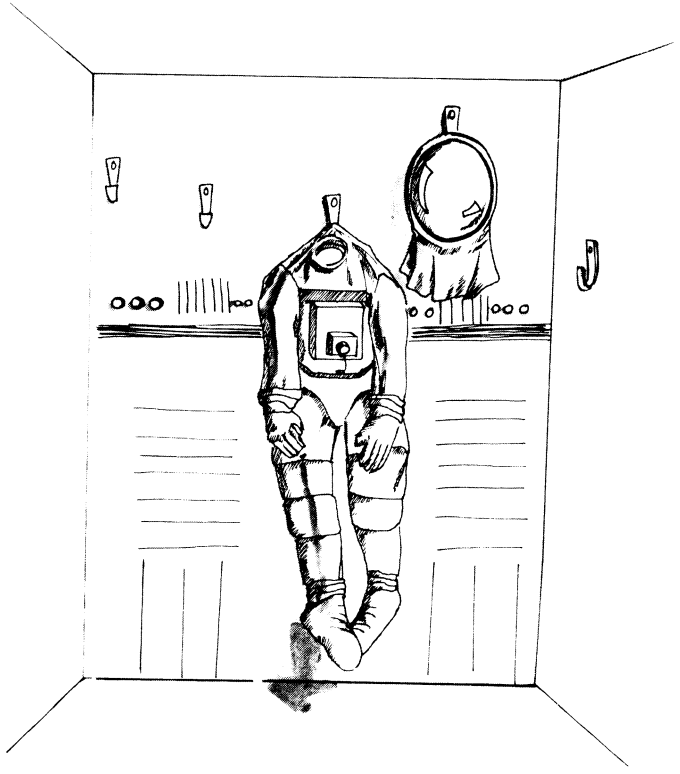
12. Read the sign to learn how to use the rocket. Follow the instructions here, as well as those found at #5. One move equals five minutes, so if you want to go

right for ten minutes, for example, then push the black button twice. To fly back to Earth after #15, reverse the directions in which you came (i.e., left instead of right, etc., and in reverse order).

Don't bother with the violet button. It will close the door behind you, but there is no need to do this.

(There are shortcuts in space! To get quickly from the Earth to the asteroid, white white black will do the trick. To get back home, you can use 4 blacks and a blue.)

When you arrive at the asteroid, go to #13, and then straight to #15.



13. Get the suit and wear it so you will be able to breathe on the asteroid with it. Turn the dial on the suit at #10, just before you press the orange button and go down.

14. Go into the cave.

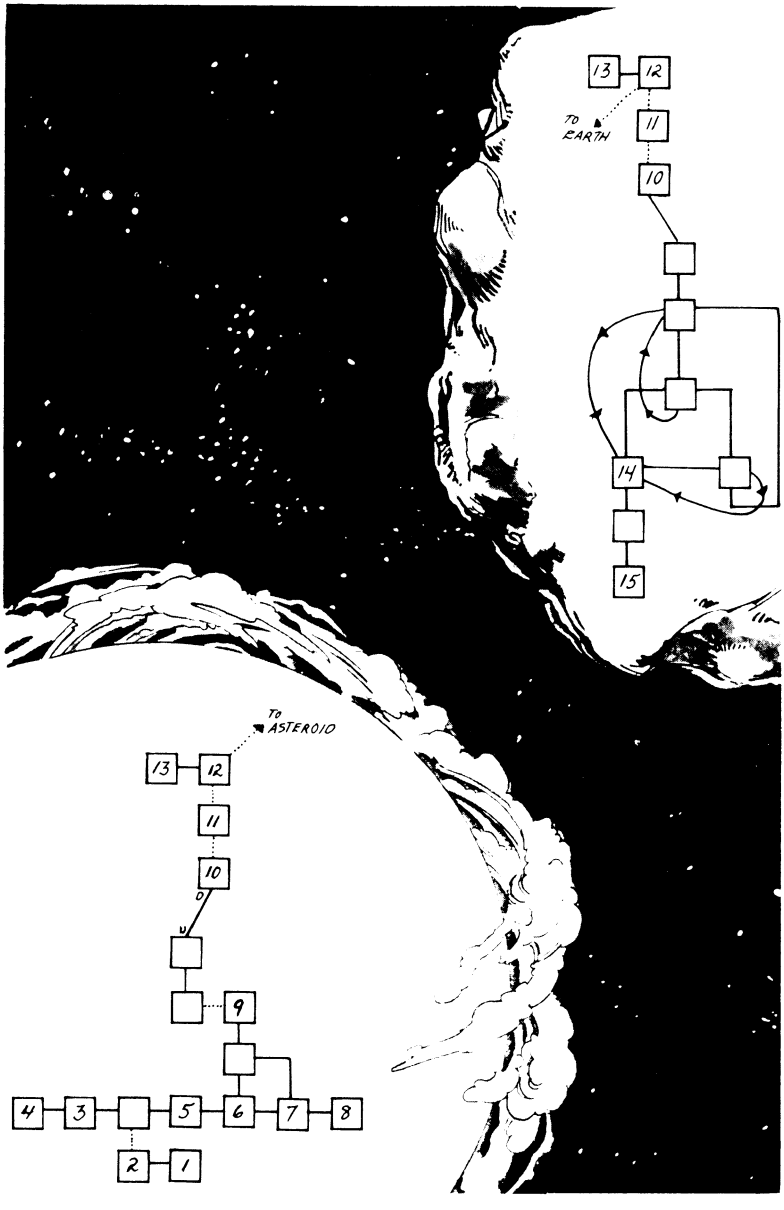
15. The only useful place to plant the explosives is in this pit. Set the timer to 120 (more time would be too late; less time ensures your destruction). Drop the explosives in the pit. Go back to Earth without wasting any moves.

    If you get back in time, you will get a message that the asteroid has exploded, congratulations. At that point, you can continue playing if you want, just like you can keep playing after you die.

Map Notes

Numbers 10, 11, 12, and 13 are the same on both parts of the map. This represents the rocket ship.

Mission Asteroid



MYSTERY HOUSE

Introduction

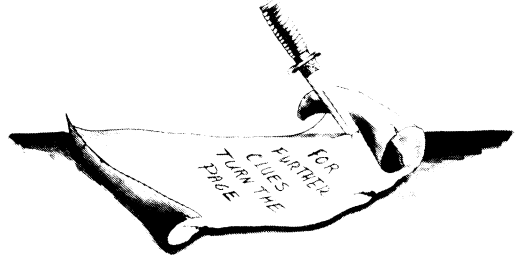
In *Mystery House,* Sierra On-Line gives you a great plot — a challenging murder mystery. You will find one dead body after another, and you will also find mysterious and confusing notes. With some work (and this book to help you over the rough spots) you should be able to solve the case.

The graphics are unusual for an On-Line adventure. The pictures are all line drawings, without filled-in colors. This means the pictures come up faster, so you don't have to wait as long as you move around the map. On the other hand, many people prefer the look of the filled-in pictures.

General Hints

To keep from getting the notes mixed up, we recommend that you read each note, then drop it where you found it. These notes, and some dead bodies, give fairly good hints as to who is the murderer.

After a number of moves into the game, it will get dark. You should light the candle at #4 and keep it lit.



Procedures

1. This is the start.

2. This note refers to the jewels at #13.

3. Inside the refrigerator you will find a pitcher. Look at the sink, you will find a useless butter knife. Turn on the water and fill the pitcher to use at #4.

   Inside the cabinet you will find some matches, also for use at #4. Don't light the stove!

   After #11, come back here, move the cabinet, and break the wall with the hammer to make a hole.

4. Once you get the candle you can light it with the matches from #3. When you try to move, you will start a fire. Don't panic, just put it out by pouring the water from #3. Keep the candle lit throughout the adventure.

   The fire will make a hole. Look there to find a key for #12.

5. Look at the body to get a hint as to the murderer's identity. Go through the gate to get from #5 to #17.

6. You cannot get any useful hints from this body.

7. This note refers to the killer.

8. Wow! That was close. Anyway, get the dagger to use at #17.

9. The hair on this body should give you an idea of the killer's identity.

10. The pair of pantyhose points to the murderer. The hanging towel is for #13.

11. Get the hammer for #3.

    After #14, come back here and open the trapdoor to go through to #18.

12. Unlock the chest with the key from #4. Use the gun you find here at #18.

    Go back to #3 and break the wall.

13. Take the key so you can unlock the front door at #2, after you are finished with #18. The daisy on the body is very significant.

    Wipe the algae with the towel from #10. This exposes a loose brick. Take the brick and you will find the jewels. Take them.

    Go through the hole to go west.

14. Look through the telescope to see a trapdoor at #11.

15. This is an unmappable forest. Go south and east repeatedly. Try to go up after every move. When you get a message that the kitchen door is closed, open the door and go up. You will wind up at #3.

16. This note is not very helpful.

17. Go through the gate to get from #5 to #17. You know that Joe is a killer because of the note at #7 (there are six graves), the fact that the body at #5 was killed with a blunt object (the shovel), and just because he is

alive. So it is your duty to kill him with the dagger from #8. However, you are not done. Numbers 9, 10, and 13 point to somebody else . . . .

18. Open the trapdoor you saw at #14 to get here. The blonde hair from #9, the pantyhose from #10, and the daisy at #13 are enough to convict Daisy. Kill her with the gun from #12. The note refers to the jewels, in case you haven't found them.

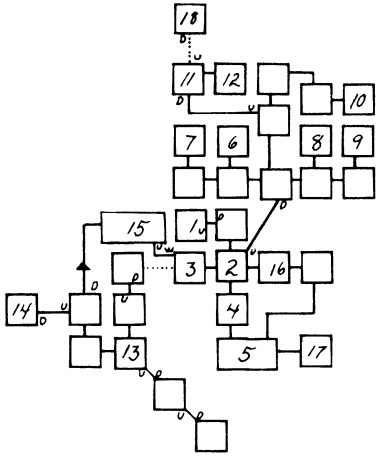
    Now you have found the jewels and killed the two murderers. Go to #2 and use the key from #13 to unlock the front door. Go back to #1 and leave all this carnage behind.

    Congratulations! You have won! Go wash your hands!

Map Notes

The map is fairly small, but it's not as easy as it looks. Often you will need to go through doors, gates and holes, instead of simply going in a direction. Try opening or going through a door if the normal direction command fails.

Mystery House



WIZARD AND THE PRINCESS

Introduction

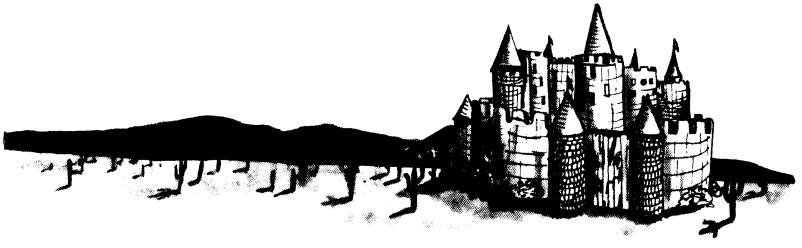
In *Wizard and the Princess,* it is the adventurer's goal to rescue the Princess from the evil Wizard and bring her back to safety. This adventure is fairly complicated, mainly because some of the solutions are abstract. In other words, a guessing game might just lead to success, while a logical approach might lead nowhere.

General Hints

During the first part of the adventure, in the desert, you will randomly encounter rattlesnakes. You may either escape or use the stick from #4 to drive them away.

At any point during the game you may be told that you are thirsty. When this happens, drink water.

Toward the end of the adventure you will arrive at a castle. Once you're there the Wizard will teleport you around when you try to do certain things. Do not get frustrated — just work on killing him (see #38).



Procedures

1. This is the start. There is nothing to do in the town of Serenia. You have to find the Princess and bring her here.

2. Although it is not shown on the map, there is more than one spot here. You should go south and east, looking at rocks, until you find one without a scorpion behind it. (This is randomly determined.) Get the rock (that had no scorpion behind it) and go north and west until you get to #1 or #3. Use the rock at #3.

3. You must throw the rock from #2 to kill the snake and continue.

4. A stick can be found here. It is used against most snakes by typing "use stick".

5. Looking at the hole will reveal a cracker. This is used in #14.

6. If you get the rock, the snake will thank you by telling you a magical word. Write it down. This word turns you into a snake for a couple of turns.

7. After using the stick to kill the snake, you may look in the hole to find a note. Look at the note and copy what you see onto a piece of paper (real paper, not in the game).

8. Inside the locket, which is found here, is a magical word which is said at #29.

9. There is another note here. Look at it and write it above the first note (#7). This should form a magical word used at #10.

10. Say "hocus" (see #7 & #9 for origin). This will allow you to cross the chasm.

11. The apple that is found here will be used at #35.

12. The goblin will steal some of your equipment. You cannot stop this. You must retrieve your things from #14.

13. You can go through the hole on the tree, and down the stairs (not shown on map). However, the door cannot be opened from this side.

14. Since the crevice is too small for you to go through, you should say the magic word from #6 (hiss) and turn into a snake. You can then go through the crevice and go south (not shown on map) until you find your equipment. You may go back the same way, or unlock the door and exit through #13.

15. When you give the cracker to the parrot, he will give you a vial which is used at #12.

16. From this brook, you can refill your water supply.

17. You may climb this tree to see the boat which you will be sailing (#19).

18. By giving the bread to the lion, you get rid of him.

19. The rope found here is to be used at #22. Entering the boat, you will notice that it has a hole in it. Use the blanket to cover the hole and you will be able to sail off.

20. After getting the shovel from #23 (see below), dig. You will find a chest, but a pirate will steal it and take it to #24.

21. There is an anchor here which is to be used at #22. Also, after finishing this island, drink the liquid from the vial from #15, and go north to #25.

22. Tie the rope from #19 to the anchor from #21. Then throw the anchor which hooks up to the tree, allowing you to proceed to #23.

23. Get this shovel and dig at #20.

24. After digging at #20, come here and get the chest. Inside you will find a harp to be used at #31.

25. The only way to get here is through the action at #21.

26. This ring is to be used at #38.

27. Talk to the woman to get some information. The first time you go west, you'll go to #28. After the first time, the other west path is taken.

28. If you go to the rainbow, you'll find a coin to be used at #32.

29. Say the word found inside the locket from #8 (Lucy) to go west.

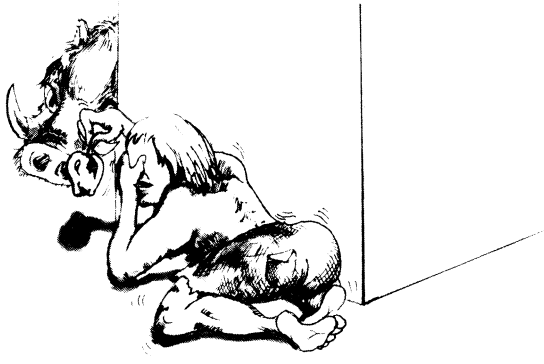
30. You can get all of your equipment by going into this cave.

31. You can get past the giant by playing the harp from #24.

32. Buy a trumpet with the gold coin found at #28.

33. Play the trumpet from #32 to lower the bridge. Your next goal is #38.

34. There is a mistake in the game here. It says there is a doorway to the east and one to the south. The doorways are actually to the west and south.



35. Kill the boar. If the Wizard zaps you here, you will see a boar. To kill him, give him the apple from #11.

36. Escape from the cell. If the Wizard zaps you here, you will be locked in a cell. To escape, say the magic word HISS. This lets you exit freely.

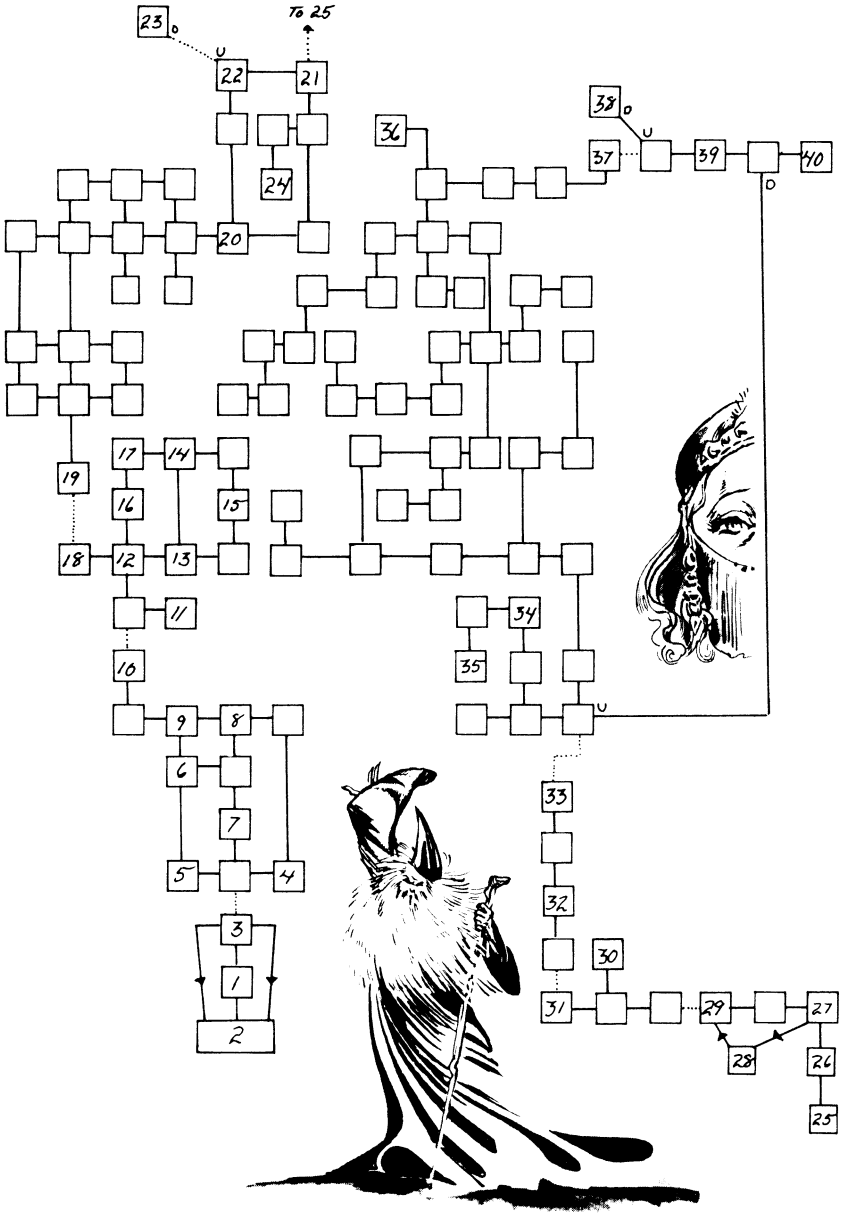
37. To open the door to the east, you must use the knife to pick the lock.

38. Kill the Wizard. If this room is empty when you enter, go out and come back again. You will see a bird, actually the Wizard in disguise. To kill him, put on the ring from #26 and rub it.

39. This frog is actually the Princess. Kiss the frog to change her back. If the Wizard is still alive, he will zap you to a new location out of this room.

40. Look in the closet for a pair of shoes. Take the shoes and look at them. You will see a magic word to transport you and the princess back to Serenia. Put on the shoes and say the magic word. When you are back in the town, type another command and the game will end.

Wizard and the Princess



CRANSTON MANOR

Introduction

Your goal in *Cranston Manor* is to get all of the treasure and bring it back to town. This game is fairly difficult, but very entertaining. Probably the major problem for most players is the suit of armor which follows you around. Getting rid of it is quite satisfying.

You are allowed two word commands as you move around and ransack the old house.

General Hints

The suit of armor on the ground floor of the house will prevent you from taking most items. To get rid of it, you must capture the mouse (see #20), and carry it around with you. Then, whenever you drop the mouse, the suit of armor will run out of the room and you can do whatever you want. Don't forget to get the mouse again before you leave.

There is a tin soldier in the underground rooms. Whenever he appears, leave the room immediately, or he will shoot at you. He will miss you with the first shot and kill you with the second.

In the procedures list, items followed by a star (*) are the treasures.

Procedures

Outside the House

1. This is the start.

2. Get the lantern. You will need it in the underground area.

3. The crowbar is needed for #4.

4. Use the crowbar from #3 to open the gate.

5. Take the jewels (*).

6. Take the coin for use at #55.

7. The screwdriver is used later at #9, after you come out of the house.

8. You will come back here after you have been to #38, upstairs in the house. At that time, inflate the raft and go north.

9. Use the screwdriver to get the emerald eyes (*) from the statue.

10, 11, 12, 13, 14. These are just map locations — nothing special here. To go E from #13, you must first open the door. To get to #41 from #10, enter the cave.

60. Map location. You will come back here at the end.

Ground Floor

15, 16. These are just map locations.

17. The chair here is useless.

18. Before you can get much done, you have to take care of the suit of armor. The first step is to get the cheese you find here. Also, take the pot when you are able to — you will use it to carry water.

19. Get the cage. You will use it and the cheese at #20.

20. Drop the cheese from #18. If you have the cage from #19, you will be able to get the mouse. Take the little rascal with you for the rest of the adventure. Drop him when you want to get rid of the suit of armor.

21. There is an expensive teapot (*) here.

22. There is a silver candlestick (*) here.

23. Play the organ, and a secret passage will be revealed.

24. The dagger here is useless. The crystal triangle (*) can be used at #45.

25. Open the drawer and get the key. You will use it at #28.

26. Reading the book will reveal a secret word. Say this word here to go through the secret passage.

27. There is a gold spyglass (*) here.

28. Use the key from #25 to unlock the door.

29. Climb the rope and you will see a stack of money. If you swing, you can get the bills (*).

30. You will come back here later, after you have been underground to #52. Then you can use the water from #52 in the pot from #18 to prime the pump. Start the pump and get the bottle (with diamonds (*) inside). If you haven't done #57 yet, fill the pot again for use there.

31. Map location. You can go west to #13 or up to #34.

32, 33. These are just map locations.

Upstairs

34, 35. These are just map locations.

36. Take the ring (*). Then pull the torch and you will see the upstairs end of the lift.

37. This is the upstairs end of the lift. To get here from either the west or south, pull the torch in one of those rooms. You will use this lift to get the gold nugget up from underground (see #50). Come back here later to retrieve the gold nugget.

38. There is a raft here. It should be used at #8.

39. Open the drawer and get the necklace (*). You are stuck and can only go south.

40. Jump to the tree. You wind up at #11. If you have the raft, you can go do #8.

Underground

41, 42, 43. These are just map locations.

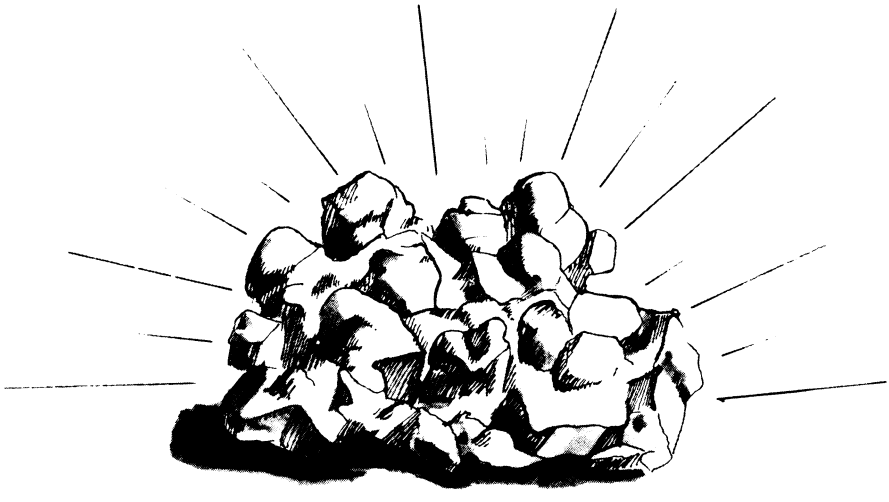
44. Map location. There are many passages here. N returns to the same spot. S goes to the ice caverns. W goes to the blue rock room. E goes to the intersection with scratching. U goes to the winding E-W corridor. D returns to same spot.

45. Use the triangle from #24 to open the door. When you are underground, you need to have the lantern (from #2) on.

46. There is a sapphire pendant (*) here. If you came from #47, turn the lantern back on.

47. To avoid the bull, turn the lantern off. You can then go East or West.

48. If you came from #47, turn the lantern on.



49. There is a gold nugget (*) here. To get it out of the underground, you must take it to #50.

50. Bring the gold nugget from #49 here. You should have already pulled the torch in #36. Drop the nugget, then lift. It will be transported to #37.

51. There are gold bars (*) here.

52. Get water here to fill the pot from #18. You will use it at #57 and #30. Also get the gold eggs (*) here. Go prime the pump at #30 if you haven't yet.

53. You can go east from here.

54. There is a Buddha (*) here.

55. Use the coin from #6 in this machine. The card that comes out is used at #56.

56. Insert the card from #55, and you will be able to go south.

57. Here you will need the water from #30 or #52. Pour the water and get the platinum sphere (*). If you haven't gotten the diamonds from #30 yet, go get some more water from #52 and proceed to #30. If you have all the other treasures, go get the gold nugget from #37 and bring everything back to the front gate (#60 outside the house).

58, 59. Map locations. If you go west from #59, you die.

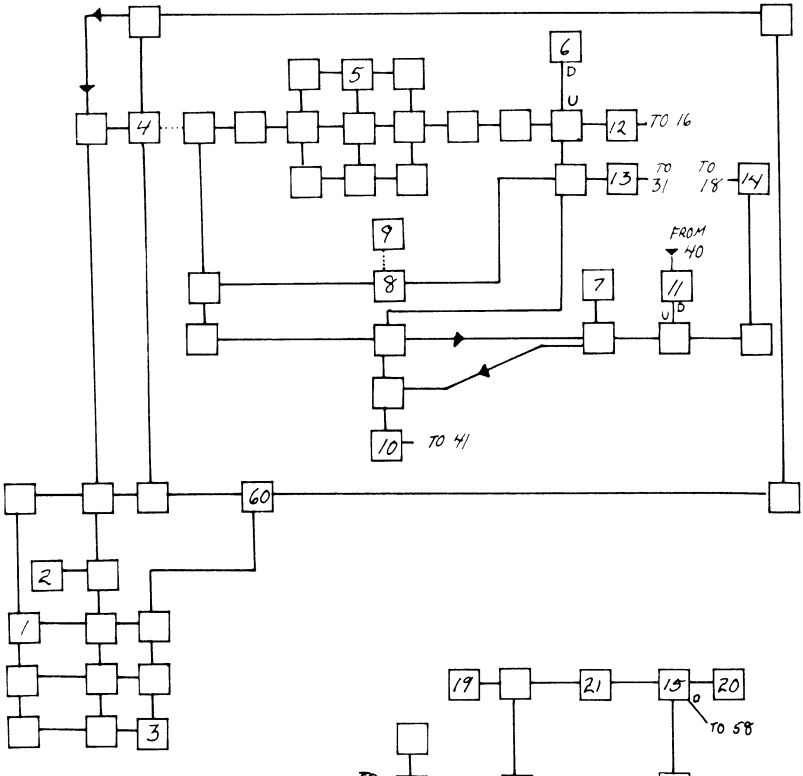
60. Front gate — outside the house. When you have all the treasures, bring them back here. There are 17 treasures in all. They are: jewelry, emeralds, candlestick, spyglass, gold bars, platinum sphere, crystal triangle, teapot, pendant, pearl ring, necklace, $50 bills, diamonds, Buddha, eggs and a nugget. Once you have everything in hand, you will notice that the tin soldier and suit of armor don't bother you any more.

Map Notes

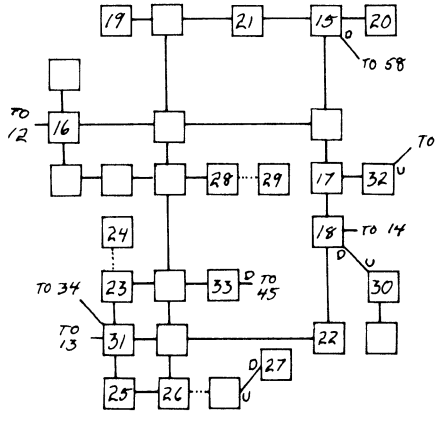
Intersecting lines on the map are not intersection passages in the game.

Cranston Manor

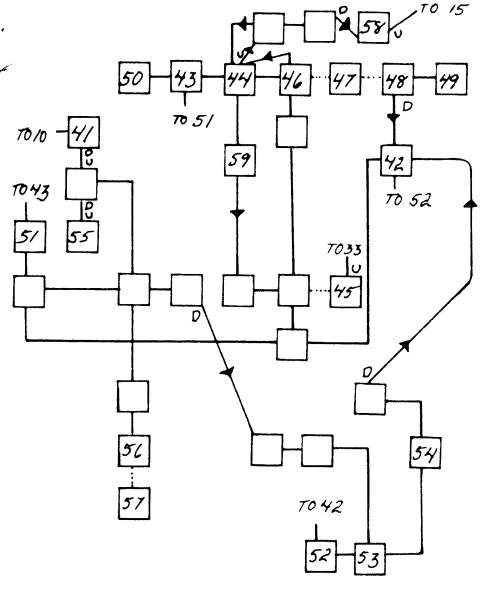
Outside the House



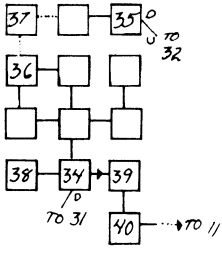
Ground Floor



Underground



Upstairs



ULYSSES AND THE GOLDEN FLEECE

Introduction

Ulysses and the Golden Fleece is not only one of the biggest adventures, but it's also one of the most challenging and exciting. As Ulysses you must sail the unplotted and enchanted seas to two different islands. Both islands are huge and dangerous, with many puzzles and obstacles.

The plot is based on Greek mythology — it makes you feel like you really are the famed explorer Ulysses. It's a great example of a solid Sierra On-Line adventure. The greatest puzzle in this game is how they got so many pictures to fit on one side of one disk.

General Hints

Knowledge of the story of Ulysses will provide you with many clues.

The booklet that comes with the game also includes many hints. The words of Pernicus' spell are especially helpful. Neptune's potion refers to #28, Pluto's dust to #25, the maps to #6 and #13, and the dragons and gems to #22.

In many adventures, you can use either the word "take" or "get" to pick up an item. This game recognizes "get" only.

Procedures

1. This is the start.

2. Talk to the guard to see the king. You must bow in the presence of the king. You will receive your orders as well as silver for #3 and gold for #5.

3. The sign indicates that you can buy seven items with the silver from #2. Buy everything except the lantern.

4. You will use this gold coin at #6.

5. Use the gold from #2 to hire some sailors. You must do this to get by the guard at #6.

6. This bottle will later be filled at #19 and used at #28. It has a note inside with a word to be used at #39.

   Also, you should bribe the guard with the coin from #4, to get a map for #13. You must have permission from the king and a crew to be able to go east.

7. You can't open the chest now, but take it with you anyway. Its contents are used at #39. Don't go to #4 with the chest or it will be stolen. Instead, go directly north from #1 to #6.

8. Go to the ship.

9. You are now ready to cast off. (Casting off takes you north.)

10. Pretty lucky, huh? Anyway, use the gems at #22. If you go to #11, you will temporarily lose all of your possessions.

11. You may retrieve everything at #15.

12. This dead condor is needed at #21.

13. As soon as you see the storm, follow the instructions on the map from #6 (NNESWSWSENENEE). You will get to #14.

14. Go to the shore and explore this island.

15. If you lost your equipment at #11, it will be here.

16. This bridle is for #41.

17. When you look in the hole, you will find the dust that you need for #25.

18. You will appear here when you exit from #27.

19. Get some water here (with bottle from #6) for use at #28.

20. If you value your life, do not drink from the phosphorous stream.

21. To cross the fjord, tie the leather straps to the leather straps (both from #3), and throw them across. You can then go east.

22. To avoid getting eaten by the dragon, give him the gems from #10.

23. The only way to cross the canyon is through the air. Get the feathers from the bird you found at #12, and make wings with these and the wax from #3. You can then fly to #24.

24. When you move or get the rock, you will find some reins for #41.

25. If you want to continue playing, throw the dust from #17 to get rid of Pluto.

26. You must pour wine from #3 on yourself to cross the wall of fire and survive.

27. You can go through the hole to #18.

28. Pour the water from #19 in the ocean. This will eliminate Neptune.

29. The deceiving winds tell you how to avoid the sirens, but don't do it. The sirens have important information for you. Go north, and take the same precautions Ulysses did in the story.

30. You must plug the ears of the crew with the wax from #3 or they will be lured to their death by the siren's song. At first the wax is too hard, so hold it to soften it. Plug the men's ears, but don't plug your own. Tie yourself to the mast with the rope from #3. You will hear a riddle describing Colossal Island, and you will learn the key for #40.

31. The island is just ahead. Go to it.

32. You can go west or north to get a little closer to the island.

33. Go to the shore and search this island.

34. You have arrived at Colossal Island. The crew will come with you, which you may think would be very helpful, especially with Hercules among them. Actually, they don't help you out very much.

35. Look at the tree. Read the carving to see a scrambled word that you must say at #36.

36. To get rid of the harpies, you must unscramble the word from #35, and say it. The word, actually two words, is "seven seas." You can then open the cage to free the man. Get the mallet for use at #41.

37. You can avoid #38 by just going south, but don't do it. You will find much needed food at #38.

38. Give the cyclops some wine from #3 to calm him down. Then answer his question truthfully (grapes). Get the tree and sharpen it with the sword from #3, while the cyclops is gone. When he returns, make

wine for him until he passes out. Try to kill the cyclops by putting the tree in his eye. Make a fire with the wood and flint from #3. Cook and eat the sheep.

39. You do not have a weapon strong enough to fight the skeletons. You must open the chest from #7 by saying the word on the note found at #6 (eceelf). This reveals an enchanted sword for you to use to kill the skeletons.

40. You must use the key learned at #30 to open the cliff. The word is "suppeltuel."

41. Look at the tree to see the Golden Fleece. If you try to simply climb and get it, you will bleed to death from the thorns.

    Break the chain holding Pegasus with the mallet from #36. Put the bridle from #16 and the reins from #24 on the flying horse, and mount him. Now you will be able to get the Golden Fleece.

    Mount Pegasus again, and he will fly you back to the king's castle. Go in and talk to the guard. Give the Fleece to the king. Congratulations, you are a hero!

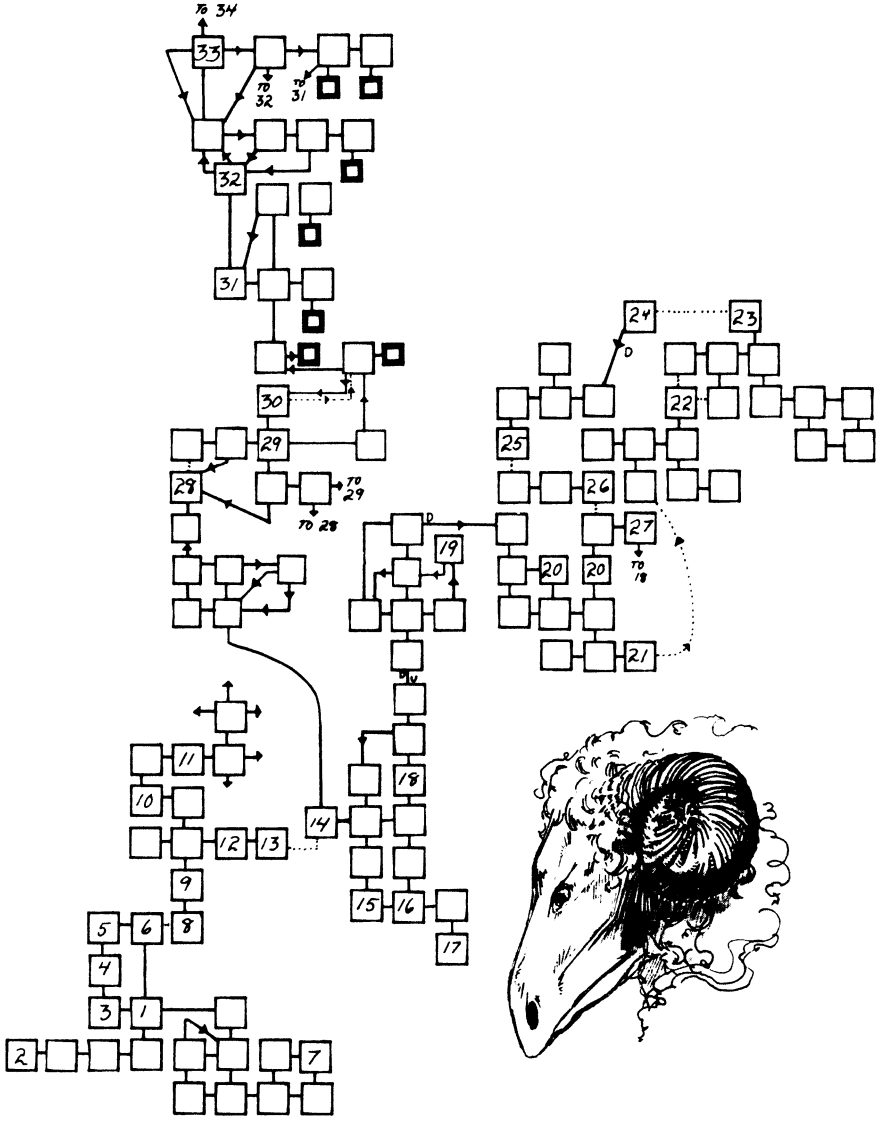
Map Notes

The map symbol indicates that if you go in the direction of the arrow, you will enter unmappable waters. If this happens, try to go east and south.

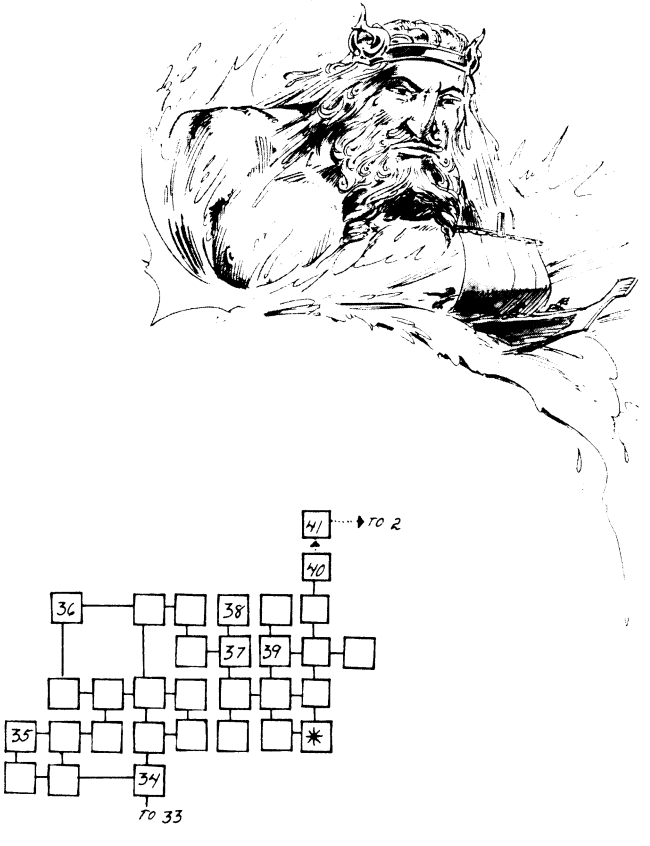
The symbol ◘ indicates a whirlpool. Try to avoid these, but if you get caught, try to go north and west.

The symbol * indicates a special location. At this spot, you will lose all of your possessions, irretrievably.

Ulysses and the Golden Fleece



Ulysses and the Golden Fleece



TIME ZONE

Introduction

Time Zone is a crowning achievement in adventures. Both the puzzles and the graphics are of the highest order — and there is enough here to keep you busy for quite a long time. And when you finally achieve your goal, you don't just save some helpless person or collect a load of treasure; you save the entire Earth, 21 centuries in the future!

The most difficult part of *Time Zone* is figuring out where to go, when to go, what you need, and what to get when you are there. You need a Critical Path Analysis to figure it out. It is almost impossible!

We have devised a list of places and a list of equipment, in an ordered list that will lead to success. However, this is just one way to do it! You are encouraged to solve as much as you can your own way, using our maps and lists when you get stuck.

General Hints

We recommend that use use a color monitor for *Time Zone,* so you can fully appreciate the lush graphics.

Taking things backward in time, to a time before that type of item was invented, will result in their destruction. You have to be very careful to avoid this.

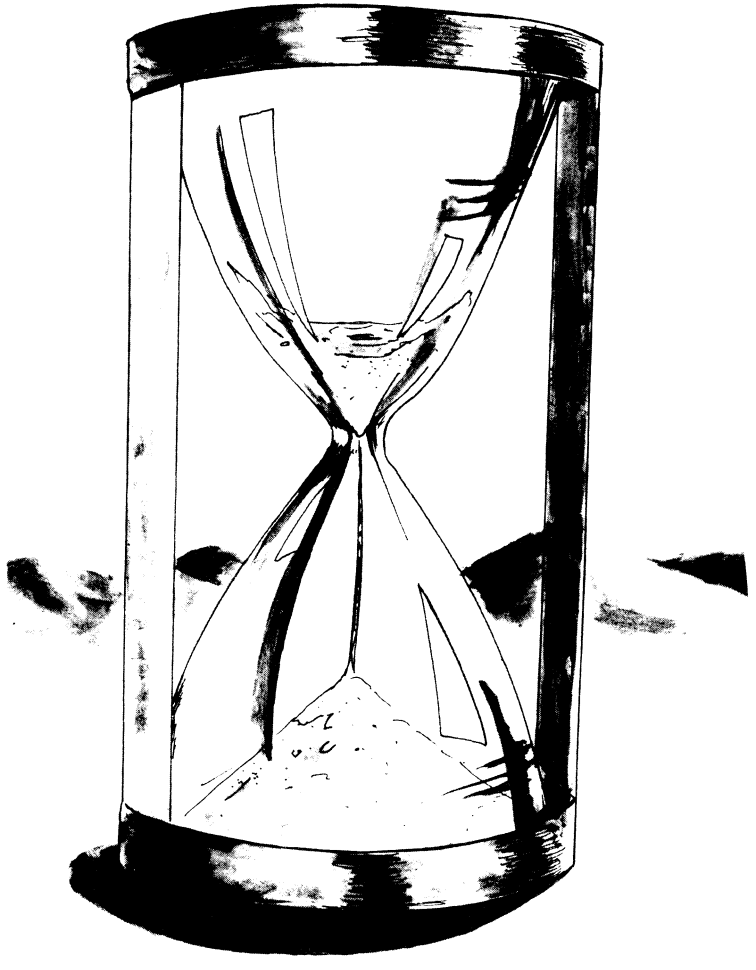
Save games frequently, in case you get killed or lose something in time. If you get killed, hit RESET immediately. Sometimes this will save you and let you enter a different command. Sometimes it doesn't help. But for a dead person, RESET is as good a move as any.

Your ultimate quest is to save humanity by using the time machine to stop the evil Ramadu from destroying the Earth. This game allows only two-word commands, although you sometimes have to string several together (e.g., MAKE HOLE, in what? IN EGG, with what? WITH PIN).

You can carry many items around with you — we have carried as many as 18 without mishap. But there is a limit on the number of items you can drop in one place. If you leave more than 16 items anywhere, the program can actually bomb, dumping you back into BASIC with **Range Err and **Syntax Err messages.

Following is a suggested order for game completion. Next there is a list of equipment, where it is found, and where it is needed. This list follows the same order as the first table. Then come the maps and the explanations. Finally there is a set of maps of extra times — these are not needed to complete the adventure.

Time Zone is a wonderful game. Half the fun is not in finding the solution, but in the nice pictures and side trips you find along the way. Several of the puzzles seem to have alternate solutions. So it is worth trying something again, even after you have solved it.



SUGGESTED ORDER

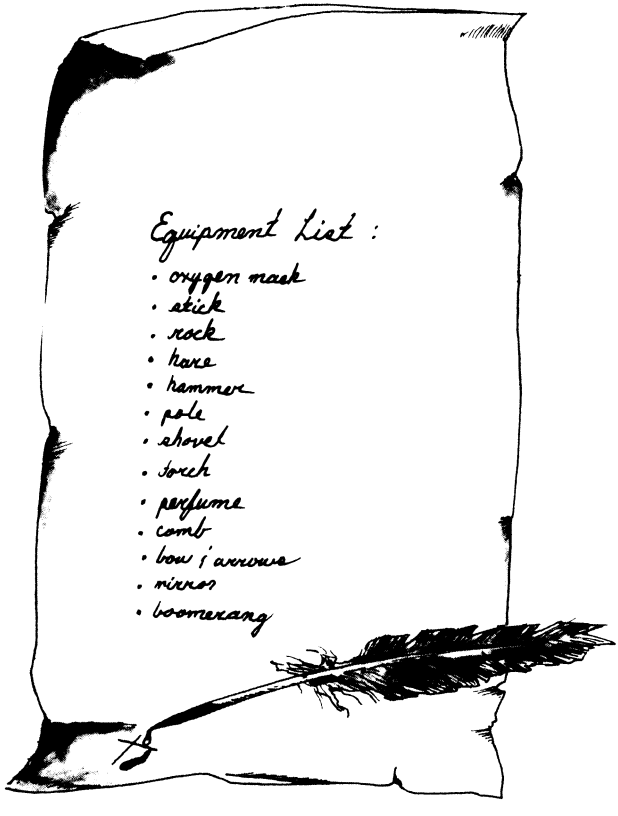
Number	Time	Place
I		Home
II	400mil BC	any
III	10000 BC	any
IV	50 BC	Asia
V	50 BC	Australia
VI	1000 AD	South America
VII	1700 AD	Europe
VIII	1400 AD	North America
IX	1000 AD	Europe
X	1000 AD	Australia
XI	1400 AD	Europe
XII	1700 AD	Australia
XIII	1700 AD	North America
XIV	1400 AD	Asia
XV	2082 AD	Australia
XVI	1700 AD	Asia
XVII	2082 AD	Asia
XVIII	50 BC	Africa
XIX	50 BC	Europe
XX	1000 AD	Africa
XXI	1400 AD	Africa
XXII	1000 AD	Asia
XXIII	2082 AD	Europe
XXIV	2082 AD	North America
XXV	4082 AD	Interplanetary

EQUIPMENT

Item	Found at/time	Used at/time
oxygen mask	Home	IP/4082 AD
stick	any/400mil BC	any/10000 BC
rock	any/10000 BC	any/10000 BC
sticks	any/10000 BC	any/10000 BC
hare	any/10000 BC	any/10000 BC
hammer	any/10000 BC	Africa/1000 AD IP/4082 AD
pole	Asia/50 BC	Asia/50 BC Africa/1000 AD
shovel	Asia/50 BC	Asia/50 BC Australia/50 BC
2 jades	Asia/50 BC	Asia/50 BC
rice	Asia/50 BC	Asia/1400 AD
rope	Asia/50 BC	Europe/1000 AD Africa/1000 AD Europe/2082 AD IP/4082 AD
egg	Australia/50 BC	Asia/1700 AD all deserts
torch	SA/1000 AD	Africa/50 BC Europe/50 BC Asia/1000 AD IP/4082 AD
perfume	Europe/1700 AD	Africa/50 BC
comb	Europe/1700 AD	NA/1400 AD
bow & arrows	NA/1400 AD	Europe/1000 AD Africa/1000 AD
mirror	Europe/1000 AD	Australia/1000 AD
gold	Europe/1000 AD	Europe/1000 AD
lance	Europe/1000 AD	IP/4082 AD
boomerang	Australia/1000 AD	Europe/1000 AD Asia/1400 AD

deck pass	Europe/1400 AD	Europe/1400 AD
iron bar	Europe/1400 AD	Australia/1700 AD IP/4082 AD
saw	Australia/1700 AD	NA/1700 AD IP/4082 AD
skeleton key	NA/1700 AD	Asia/2082 AD IP/4082 AD
sword	Asia/1400 AD	Asia/1700 AD Europe/50 BC
silk	Asia/1400 AD	Africa/1400 AD
coat	Australia/ 2082 AD	Asia/1700 AD
hat pin	Asia/1700 AD	Asia/1700 AD IP/4082 AD
yen	Asia/2082 AD	Asia/2082 AD
matches	Asia/2082 AD	Asia/2082 AD IP/4082 AD
Egyptian		
money	Africa/50 BC	Africa/50 BC
fruit	Africa/50 BC	Africa/50 BC
shield	Africa/50 BC	Europe/50 BC
tweezers	Europe/50 BC	Europe/50 BC
ladder	Europe/50 BC	Africa/1000 AD IP/4082 AD
tusks	Africa/1000 AD	Africa/1400 AD
knife	Africa/1400 AD	IP/4082 AD
Persian rug	Africa/1400 AD	Asia/1000 AD
camel	Asia/1000 AD	Asia/1000 AD
gold	Asia/1000 AD	IP/4082 AD
dog	Europe/2082 AD	Europe/2082 AD
gun	Europe/2082 AD	IP/4082 AD
mat	NA/2082 AD	NA/2082 AD
key	NA/2082 AD	NA/2082 AD
dynamite	NA/2082 AD	IP/4082 AD
flower	IP/4082 AD	IP/4082 AD

flashlight	IP/4082 AD	–
ID	IP/4082 AD	IP/4082 AD
MC	IP/4082 AD	IP/4082 AD
Ramadu's MC	IP/4082 AD	IP/4082 AD



Procedures

I. Home

1. This is the beginning of your adventure.

2. When you first enter the machine you will find an oxygen mask. Make sure to leave it outside the machine if you are going back in time.

3. To go to a different time/place, you must set the dials and push the lever. To return home, you must press the button on the control panel.

II. 400 Mil BC, Any Place

1. Your time machine is here.

2. In order to avoid the pterodactyl you must go to the cave. You are then free to exit the cave and continue.

3. There is a stick here. It is used at III.

4. To escape the tyrannosaur, you must go west.

5. Just swim out of the lake if you have to come here.

III. 10000 BC, Any Place

1. Your time machine is here.

2. This rock is used at #6.

3. You must climb the tree to avoid the mastodon stampede.

4. These sticks are to be used at #7.

5. To kill the saber-toothed tiger, throw the stick from II.

6. If you throw the rock from #2, you will get yourself a hare which is needed at #7.

7. Give the hare to the cavemen, so they won't kill you. Then make a fire (with the sticks from #4). The cavemen will give you a stone hammer to be used at XX and XXV.

IV. 50 BC, Asia

1. Your time machine is here.

2. This pole is to be used at #3.

3. If you have the pole from #2, you can go to the boat and cross the river either east or west.

4. When you get the shovel you will be able to dig twice. You will find two jades which will be used at #5. The shovel will be used at V.

5. To buy the rope and rice you must have both jades from #4. The rope will be very useful at IX, XX, and XXIII. The rice will be used at XIV.

V. 50 BC, Australia

1. Your time machine is here.

2. With the shovel from IV, you can dig out the egg. It is needed for all the deserts after XVI.

VI. 1000 AD, South America

1. Your time machine is here.

2. Before you go up, drop all of your equipment here.

3. Open the door, then go on through it.

4. Take this lit torch. If you go down from #3 with the torch, you will die. When you get back to #3, throw the torch. You can pick it up at #2, along with any equipment you dropped here. Later, you will relight the torch with matches from XVII, then use it at XIX and XXV.

VII. 1700 AD, Europe

1. Your time machine is here.

2. You will not die here, but you will be robbed of all your possessions. You will not be able to get them back.

3. If you try to get in through here, you will get caught and be killed.

4. If you climb the fence here and go inside, you will be at #6.

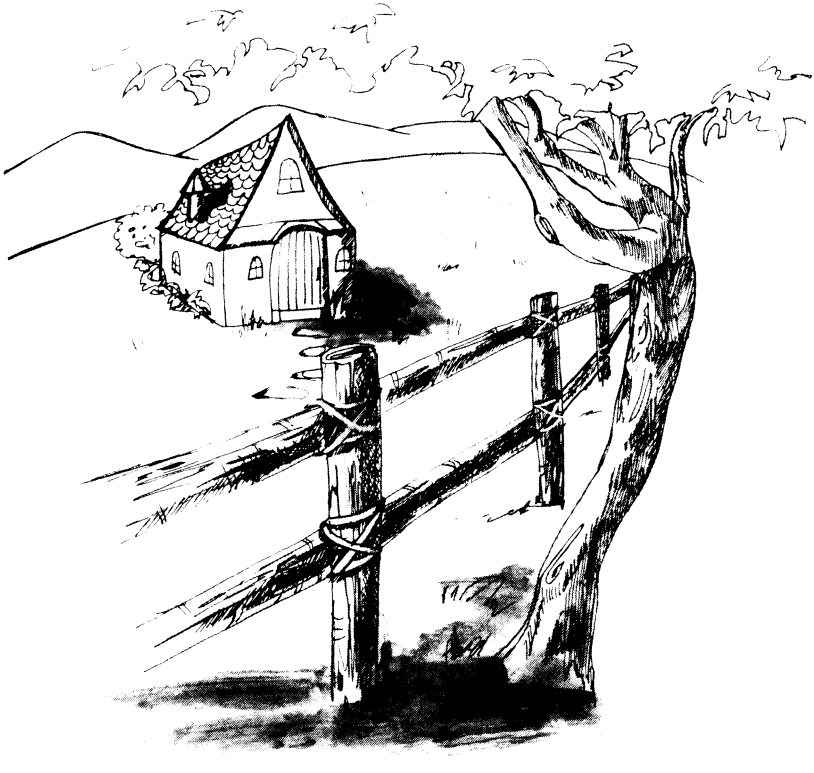
5. If you climb the fence here and go inside, you will be at #7.

6. This is a simple maze. There is nothing to do here. It doesn't connect except with #4.

7. To get back to #5, just climb the fence and go outside.

8. To go east, just open the door and go through it.

9. This perfume will be used at XVIII. The comb will be used at VIII.



VIII. 1400 AD, North America

1. Your time machine is here. Go immediately to #2 or die.

2. Go to the gully to avoid the bulls.

3. Before you go to #4, make sure that you are not carrying any weapons. You can drop them here.

4. If you have any weapons when you get here, you will be killed. You will be allowed to bring the bow and arrows back from #5 without any problem.

5. This Indian will accept a variety of things for his bow and arrows. Your best bet is to trade him the comb from VII, because it is not needed anywhere else. You will then get the bow and arrows to use at IX.

IX. 1000 AD, Europe

1. Your time machine is here.

2. Get this mirror and go straight to X. DO NOT complete the rest of IX until you do X.

3. If you have the bow and arrows from VIII, Robin Hood will not ignore you. Say yes when he offers a quest, and try to kill the dryad. After you do #4, talk to Robin and go to #5.

4. There is no map for the Dark Forest because it is irrational. All you can do is move around in random directions (without going West), until you find the dryad. Use the bow to kill it, then go West. Robin Hood will find you.

5. Come here after #3 and #4, and look through the window. You will see a bag of gold. To get it, tie the rope from IV to the arrow, shoot the arrow, and pull the rope. Then go to #3 and give Robin the money. If you don't do this, #6 will not take place.

6. After you give the gold to Robin Hood, a knight will appear here. To kill him, throw the boomerang from X. Get the lance to use later at XXV.

X. 1000 AD, Australia

1. Your time machine is here.

2. If you trade the mirror from IX, you will get a boomerang. With this, you can go back and complete IX.

XI. 1400 AD, Europe

1. Your time machine is here.

2. You can get a job from this man. Make sure to become a deck hand so you can do #4.

3. Show your pass from #2 to enter the boat.

4. Go up and look through the telescope. You will see #5.

5. If you do not do #4, this will not be here. Open the door and go through it.

6. This bar will be used at XII and XXV.

XII. 1700 AD, Australia

1. Your time machine is here.

2. Break the lock with the iron bar from XI. Then you can open the door and go through it.

3. This saw will be used at XIII and XXV.

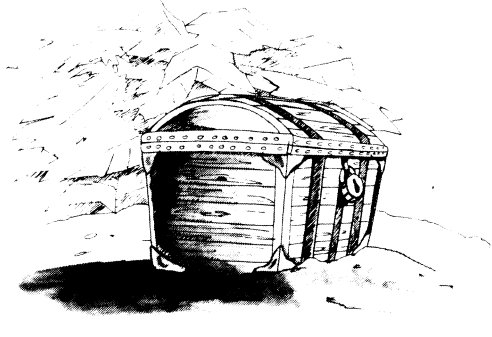
4. If you enter the house you will die.

XIII. 1700 AD, North America

1. Your time machine is here.

2. When the store is closed, break the window and enter through the window. You have a limited number of moves to get here, steal the key, and leave. Ben Franklin will come back from signing the Declaration of Independence (in the courthouse to the west and north), and he'll stop you.

3. Use the saw from XII to cut the chest. You can then get the skeleton key for use at XVII and XXV. The kite is not only useless, but if you tie the key to it and fly it, you will get electrocuted.



XIV. 1400 AD, Asia

1. Your time machine is here.

2. Trade the rice from IV to receive some silk which is used at XXI.

3. You can kill the Samurai with the boomerang from X. Then get the sword for use at XVI and XIX.

XV. 2082 AD, Australia

1. Your time machine is here.

2. To enter, just break the window and go through it. You must quickly get the coat and get out before the police arrest you. Don't fool around taking showers and finding out if the toilet will flush.

3. Inside the closet you will find a coat. You must wear it before going to XVI.

XVI. 1700 AD, Asia

1. Your time machine is here. You must be wearing the coat from XV to survive here.

2. You must use the sword from XIV against this Kossack (sic).

3. A wait of about six moves is necessary, so just keep on looking here until Catherine the Great comes. One move later (another look, perhaps) you will be able to get the hatpin. When you do, go next to one of the

rivers. Empty the egg from V by making a hole in it with the pin. Then fill the egg with water to drink when necessary.

XVII. 2082 AD, Asia

1. Your time machine is here.

2. This is the subway station. From the Civic Center, enter the subway and go north, south, east, or west. Then sit and look and you will arrive. To get back you just enter, sit, look and exit at the Civic Center.

3. Use the skeleton key from XIII to open the lock.

4. This yen will be used at #5.

5. After sitting, and holding the yen from #4, read the menu. You may order plate 2 or 3, but not 1. This is so you will be sent to #6 to do dishes.

6. Inside the drawer you will find some matches needed for XIX and XXV. Don't forget to do the dishes before you leave.

NOTE: If you have been following our scheme, you now have several items which will not go back in time to 50 BC. They include: hacksaw, iron bar, skeleton key, matches, and pin. Stash these somewhere (home perhaps) for later pick-up. Before going back to 50 BC, light the torch from VI with the matches. You will need a lit torch for illumination, but you must leave the matches behind.

XVIII. 50 BC, Africa

1. Your time machine is here. Do not go north until #4 is done.

2. You must have the perfume from VII for the guard to allow you to go north.

3. Give the perfume from VII to Cleopatra. She will give you Egyptian money to be used at #4.

4. With the money from #3 you can buy some fruit. Eat it at #5.

5. You will start to get hungry and thirsty. You can drink water from the Nile or from your egg, and eat the dates from #4.

6. Open the door and go through it. In order to see inside the pyramid, you will need the lit torch from VI.

7. After moving the rock, you can go through the hole.

8. This shield will be used at XIX.

XIX. 50 BC, Europe

1. Your time machine is here.

2. The olive orchard continues forever, so just follow this path to Rome. The rest of it is not mapped.

3. You need a lit torch to see in the labyrinth.

4. These tweezers will be used at #6.

5. The guards will throw you into #6. You cannot avoid this. When you come back here again later, the guards will be gone.

6. Use the tweezers from #4 to get the thorn from the lion's paw. You can then open the cage and go through to #7.

7. You will be here after #6, as well as after #8.

8. The two guards will force you to fight a gladiator. If you have the sword from XIV and the shield from XVIII, you will not have any problems. Otherwise, the Roman fighter will get the better of you. After killing him, you can get through #9.

9. You must get an invitation from Caesar at #8 to be able to go north.

10. This is your one chance to try to change history. Save Julius and see what happens.

11. This ladder will be used at XX.

XX. 1000 AD, Africa

1. Your time machine is here.

2. There is a log in each of these places. You can only carry one at a time. Get the logs all in one place and use the rope from IV to make a raft. If you also have the pole from IV, you can go north. When you return after #4, don't forget to take your rope.

3. Use your bow from VIII to take care of the lion.

4. When you fall into the pit, get the tusks with the hammer from III. Use the ladder from XIX to climb up. Don't forget to get the ladder after you use it. The tusks will be used at XXI.

XXI. 1400 AD, Africa

1. Your time machine is here. If you get thirsty in this section, just drink the water from the egg.

2. Trade the tusks from XX for the knife. It will be used at XXV. Leave this spot and return again. You can now trade the silk from IV for a Persian rug. It will be used at XXII.

XXII. 1000 AD, Asia

NOTE: It is not really necessary to do XXII, but if you do, you will save a little time at XXV.

1. Your time machine is here. Go straight to #2.

2. If you trade your Persian rug from XXI to the merchant, you will get a camel. In order to get to #3 without dying, you must ride the camel.

3. When you say "open sesame," a cave will reveal itself. You need the torch from VI to see inside the cave. Dismount the camel before entering.

4. This gold will be used at XXV.

XXIII. 2082 AD, Europe

1. Your time machine is here.

2. There is a note here that tells you to get a dog. So get one. Then tie the rope from IV to the doggy, to make sure he doesn't run away.

3. This thief is no problem because he is afraid of dogs. Just untie the rope and get the gun for use at XXV.

XXIV. 2082 AD, North America

1. Your time machine is here.

2. When you get the mat, you will find a key. Use it at #3.

3. With the key from #2, unlock the trunk and open it. Look inside to find some dynamite which will be used at XXV.

NOTE: If you go back home for supplies before going on to IP, remember to stash the laser gun someplace first.

XXV. 4082 AD, Interplanetary

NOTE: You need to wear the oxygen mask much of the time here. In the places you don't need it, you must take it off; otherwise you'll be killed. You need the mask as soon as you exit the time machine, until you get inside the city. You also need it when you are in the sewer system. The game will remind you when you are able to take it off. Dark lines across your path on the map show where the mask must be put on or removed.

NOTE #2: You are now nearing the end of your mission. This time is extremely complicated and requires equipment from many other times. There are many ways to die here, so save the game frequently to avoid frustration.

1. Your time machine is here. You must be wearing the oxygen mask from I at the beginning.

2. With a lit torch from VI, you can go down the hole to #3.

3. You can go up to #2.

4. To go west, open the grate with the hammer from III.

5. Use the knife from XXI to scrape away the rust. Then move the cover and go up.

6. Open the wallet to find an ID card. This ID will be used repeatedly in this time.

7. Tie the rope from IV to the rock and go down to #8.

8. This is below #7.

9. Open the grate and continue north.

10. You can open the grate and go down.

11. The first time you come here you will hear footsteps, immediately go to #12.

12. Close the door to hide from the guard. You can then look through the peephole to see your enemy. You are now free to open the door and go to #13.

13. Use your gun from XXIII to kill this alien. Get his uniform and wear it so the other guards won't recognize you.

14. If you come here, you must show your ID to get out.

15. You will get thrown in jail when you come here for the first time. This cannot be avoided. You will be at #16.

16. To get out of jail, use the saw from XII. Make a hole in the window, then go through the window to freedom.

17. If you give the gold from XXII to the thief, he will go away. If you don't, he will shoot you, and you will be sent to #18.

18. You must show your ID here. If you were shot at #17, you will be sent to #19. If not, there is nothing to do here.

19. If you were shot at #17, you will recover here. If not, there is nothing to do here.

20. You can show your ID and purchase a flashlight here, but we found that there is no use for it.

21. This flower will be used at #34.

22. Use the iron bar from XI to move the stone, then you can go down.

23. You have to use the ladder from XIX to open the grate and go up to #24.

24. You can go up, then open the door and go east.

25. To go north, you must have an MC as well as an ID. If you don't have an MC, you can only go south. (See #26)

26. Opening the drawer and looking inside of it will reveal an MC card. This MC will be used repeatedly in this time.

27. Inside this drawer is a diagram which should give you an idea of Ramadu's dastardly plan.

28. Use the pin from XVI to open the safe. Look at the safe . . . voila! a note. Read the note to learn the password needed at #33.

29. Close the door so the guards can't hear what you are about to do. Use the gun to kill Ramadu! Open the drawer to get Ramadu's MC card. It will be used at #36. Drop the gun before you get to #33. Go to #31 straight from here.

30. Insert the MC card to open the door.

31. A few moves after you kill Ramadu at #29, his guards will search for you. They won't look in this shed. You must stay inside wasting moves, until you hear them come and go.

32. Use the skeleton key from XIII to unlock the gate.

33. Make sure you have dropped the gun before you get here. After the guards frisk you, talk to them and say the password you learned at #28.

34. This guard will not let you go west; however, he is a plant lover. Give him the flower from #21, and see what happens. Open the door and go on west to #35.

35. Close the door and don't go back. Use the lance — this will keep you from getting zapped where there are x's on the map.

36. Insert Ramadu's MC card to open the door.

37. To destroy the lazer machine, drop the dynamite from XXIV. Then light the fuse with the matches from XVII. Immediately go east. You have stopped Ramadu!

38. Go to the circle and push the button. You will be by your time machine. Go back home to celebrate. You are the Ultimate Adventurer!

Extra Times

NOTE: There is nothing to get from these places and times. The only reason to go there is to explore a bit. In all of these maps the time machine is at #1.

- Antarctica, all times are the same.
- South America, 50 BC.
- South America, 1400 AD.
  2. Go to the cave when you hear rumbling.
  3. If you go down you die.
- South America, 1700 AD.
- South America, 2082 AD : If you stay here too long, you will get shot by terrorists.
- North America, 50 BC.
- North America, 1000 AD.
- Australia, 1400 AD : The desert goes on forever.
- Africa, 1700 AD : If you stay here too long, you will get killed.
- Africa, 2082 AD.

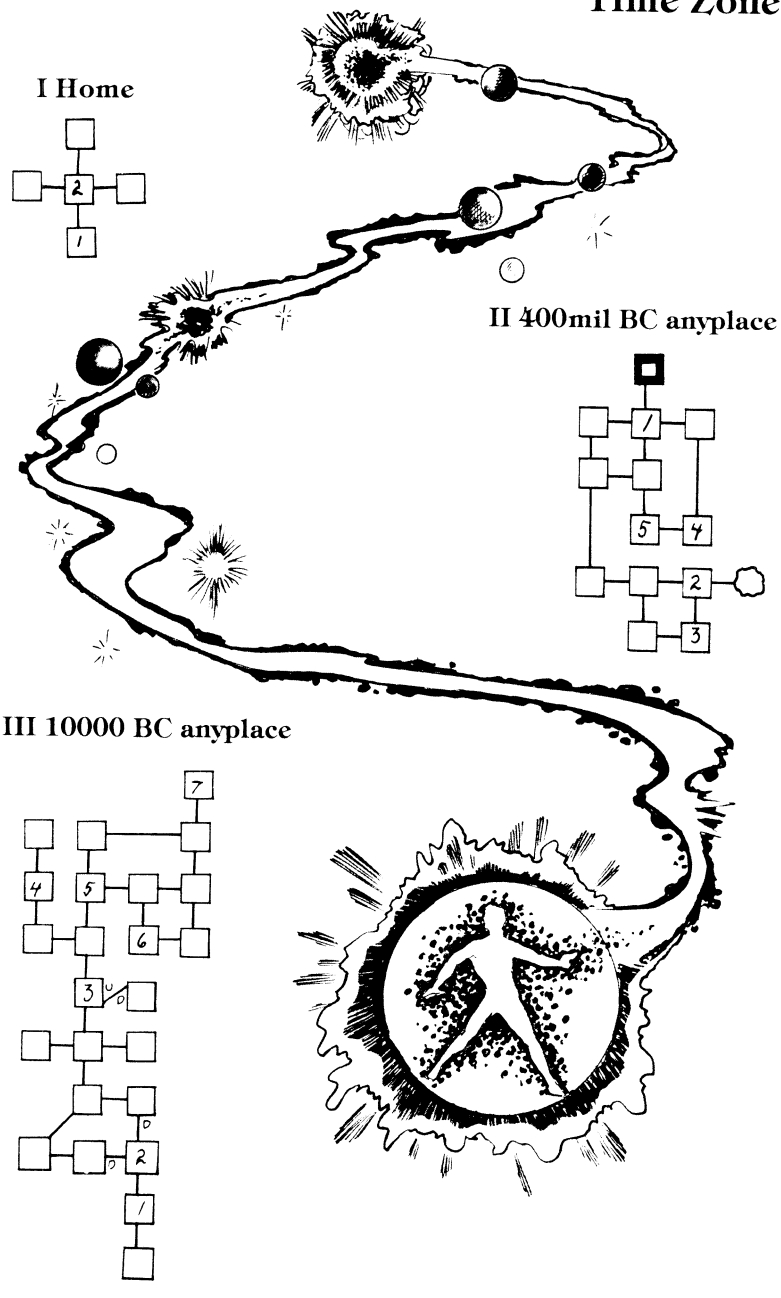
Map Notes

There are no dotted lines in this map to indicate required problem solving. Problem solving is required almost everywhere.

The squares with a heavy black border indicate death. If you go here you die.

On the map for Interplanetary 4082, there are dark lines across some passages. This indicates where you must put on or remove the oxygen mask. Also on the same map there are squares marked with x's. These are places where mines are hidden — you must take precautions here (see procedures for IP).

Time Zone


I Home
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III 10000 BC anyplace
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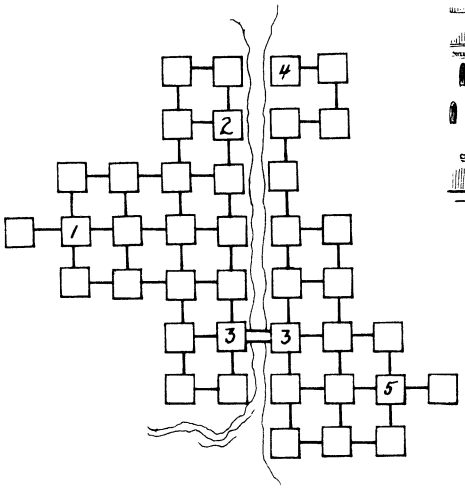
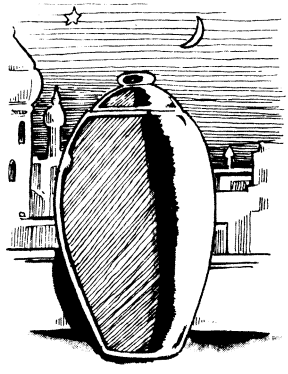
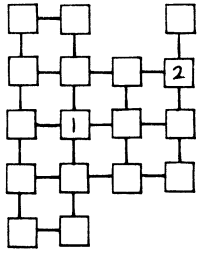
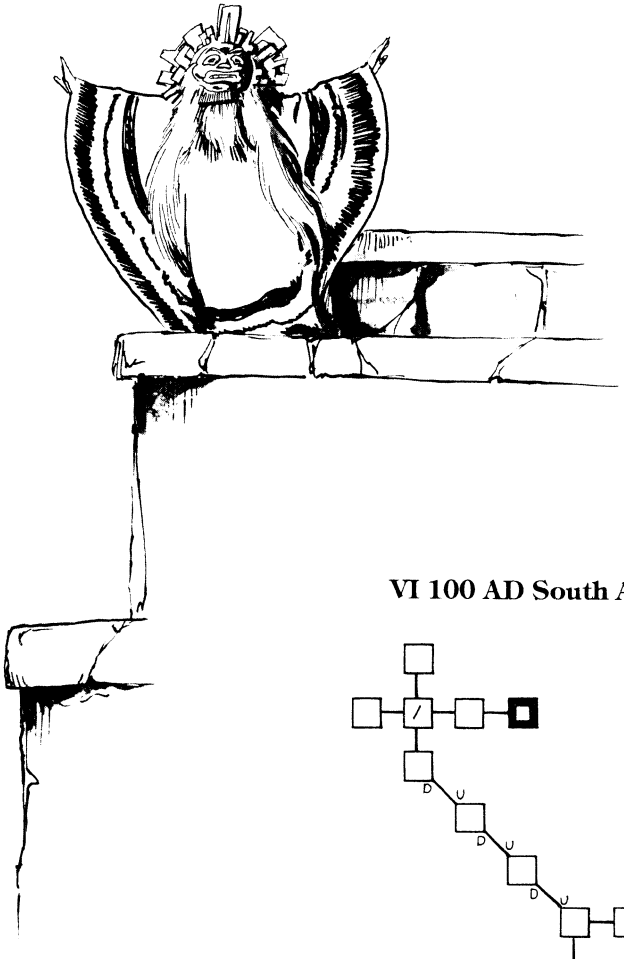
IV 50 BC Asia



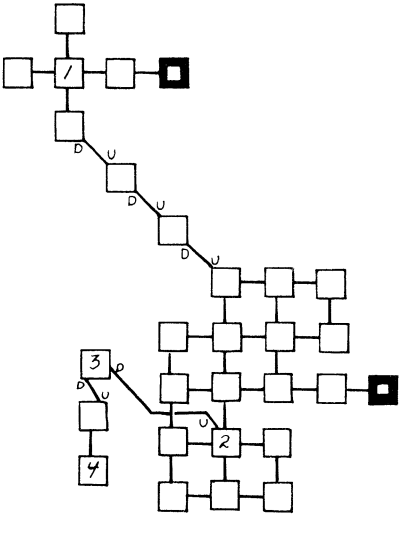


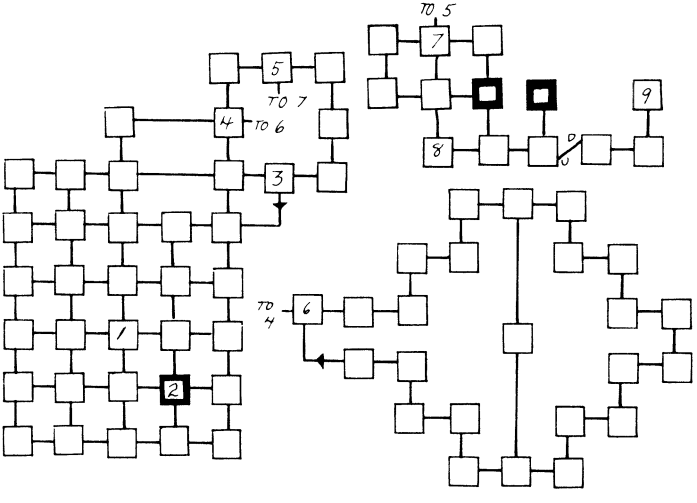
V 50 BC Australia





VI 100 AD South America

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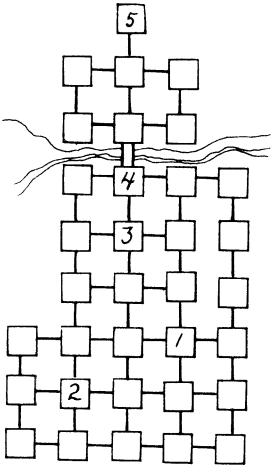
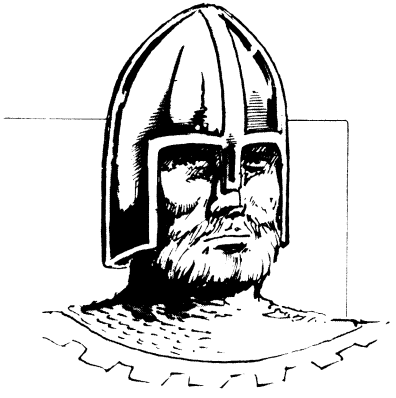
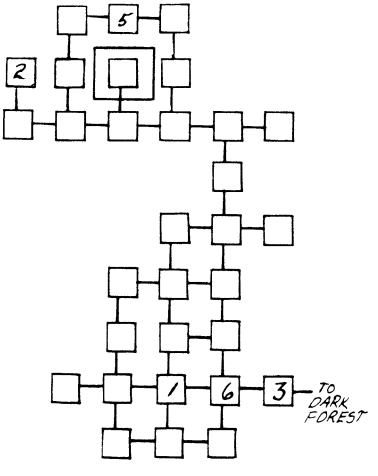
VIII 1400 AD North America

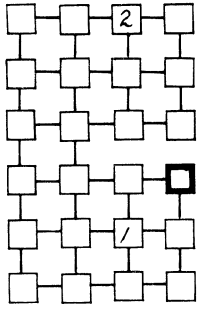


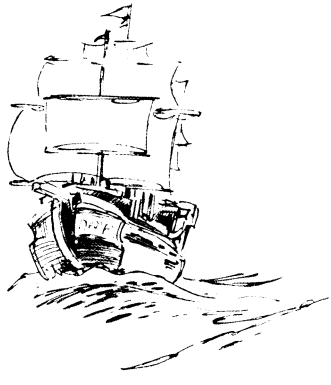


IX 1000 AD Europe

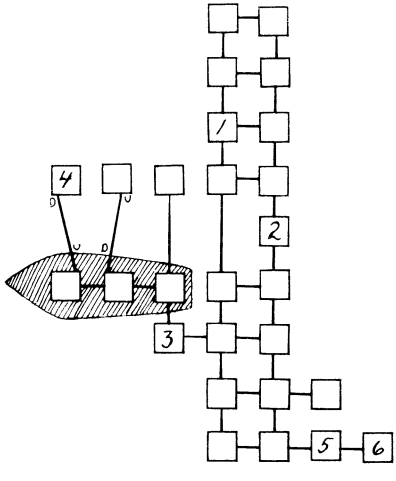


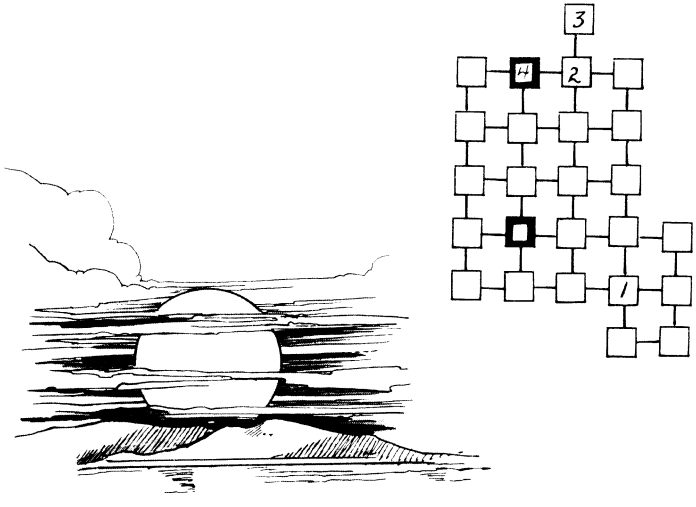
X 1000 AD Australia



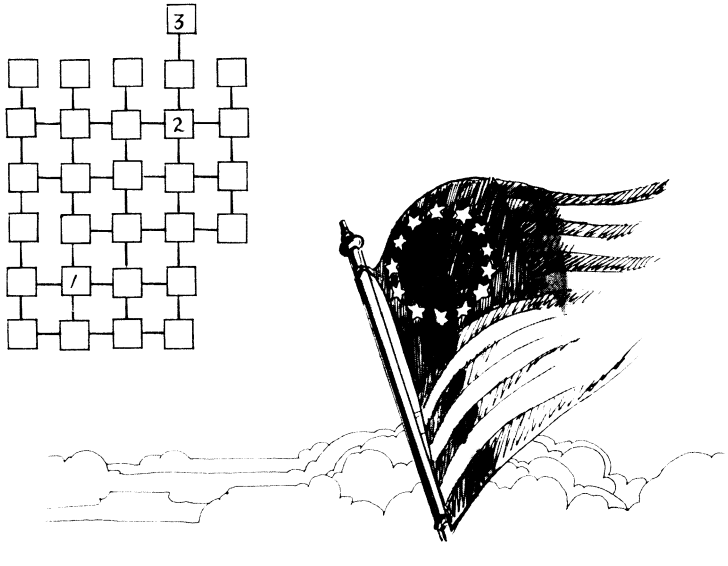


XI 1400 AD Europe



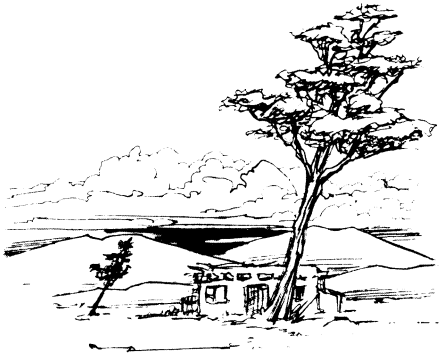


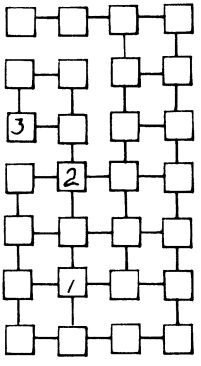
XIII 1700 AD North America



XIV 1400 AD Asia

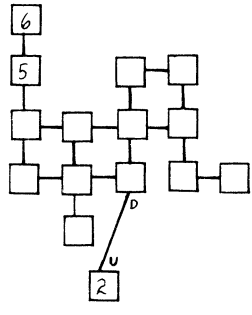
XV 2082 AD Australia



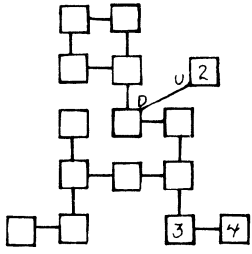


XVI 1700 AD Asia

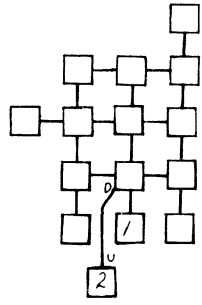
North Side



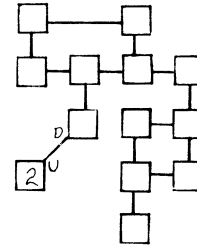
West Side



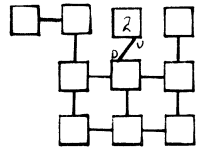
Civic Center

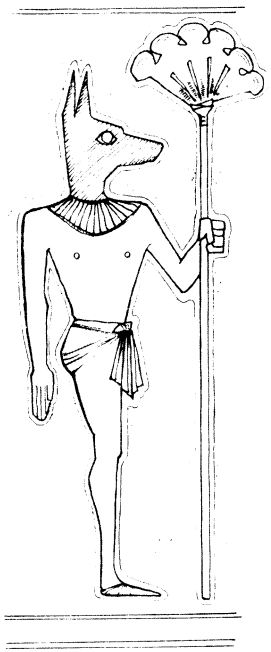


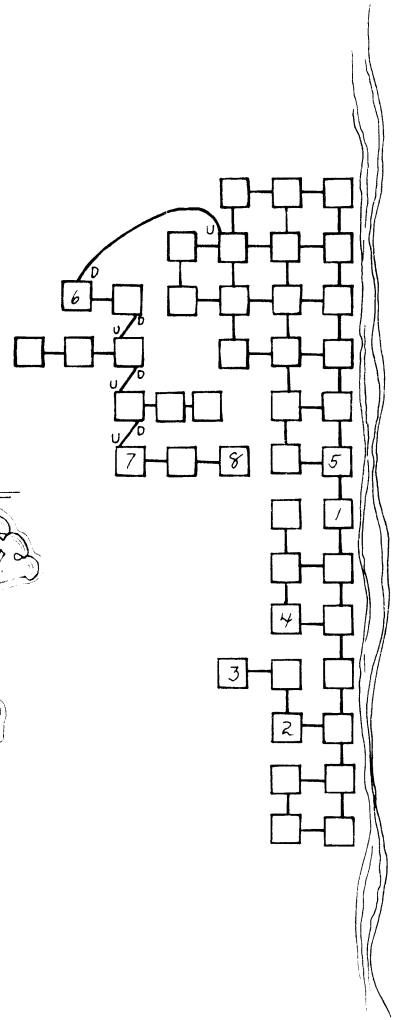
East Side



South Side



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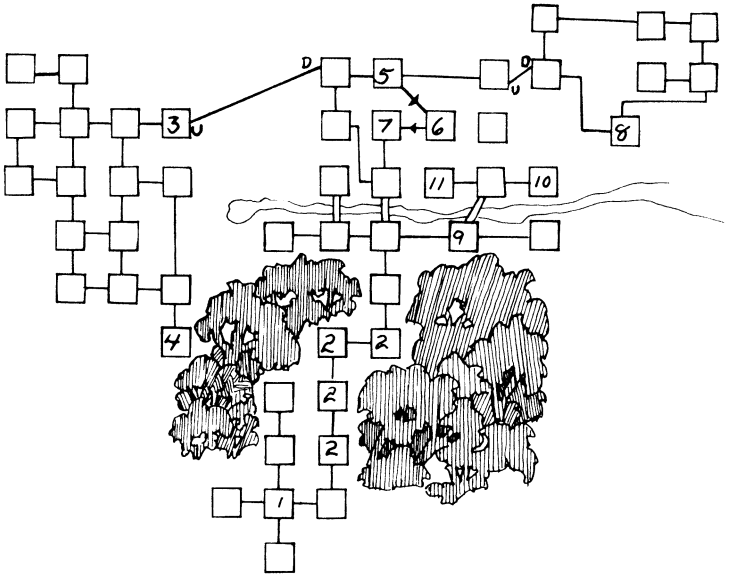

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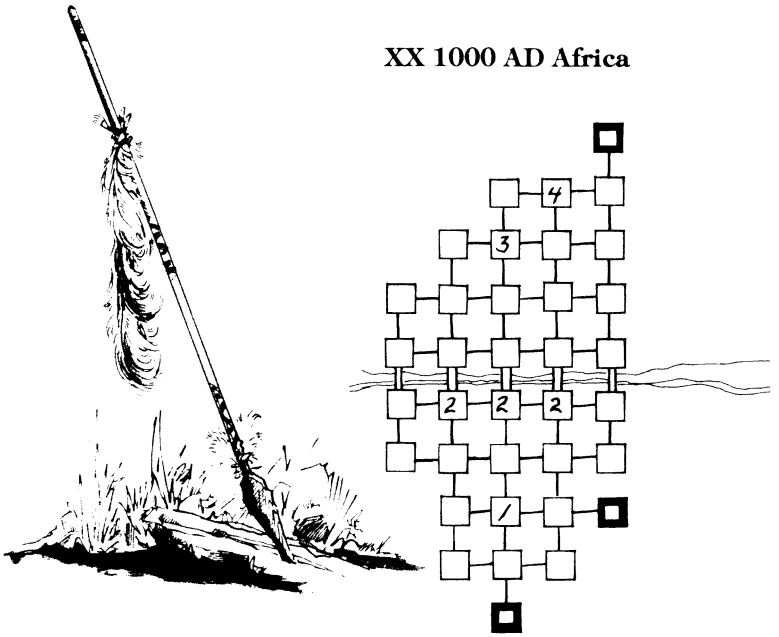

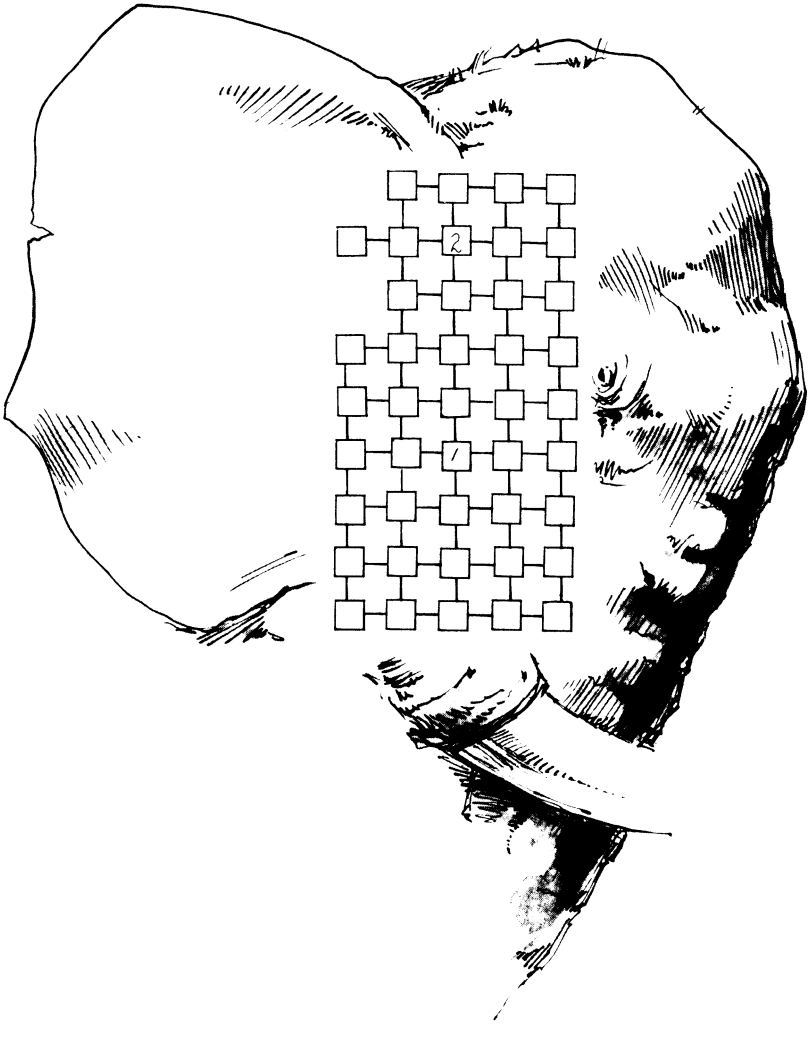
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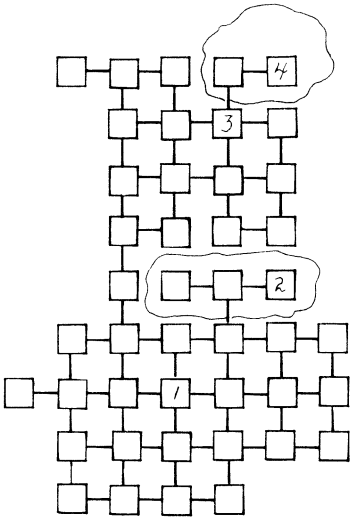
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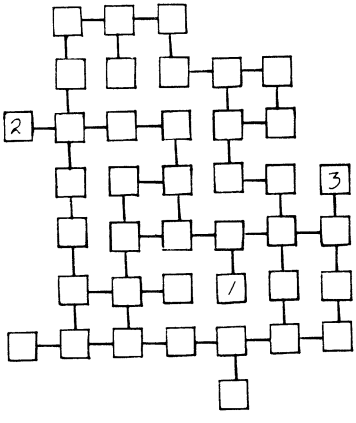
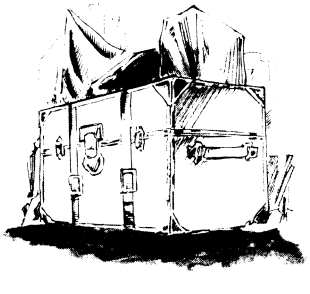
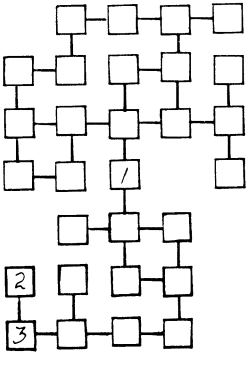
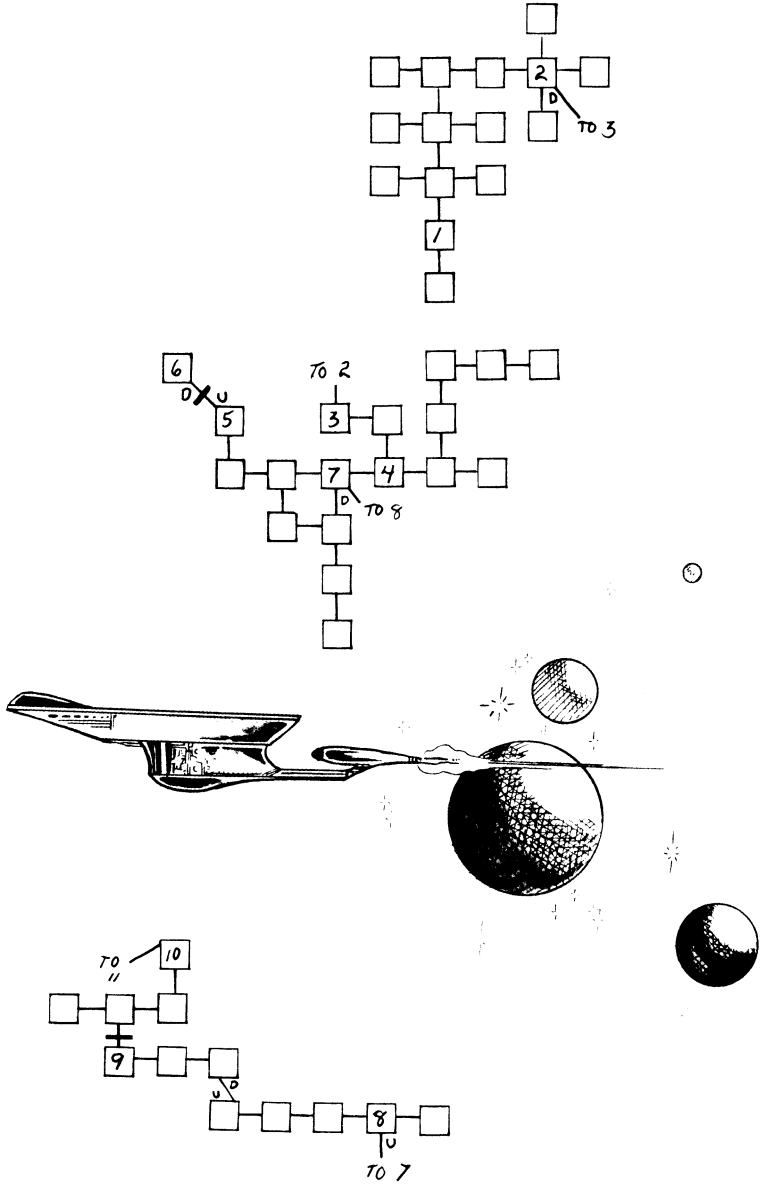
XXIII 2082 AD Europe



XXIV 2082 AD North America



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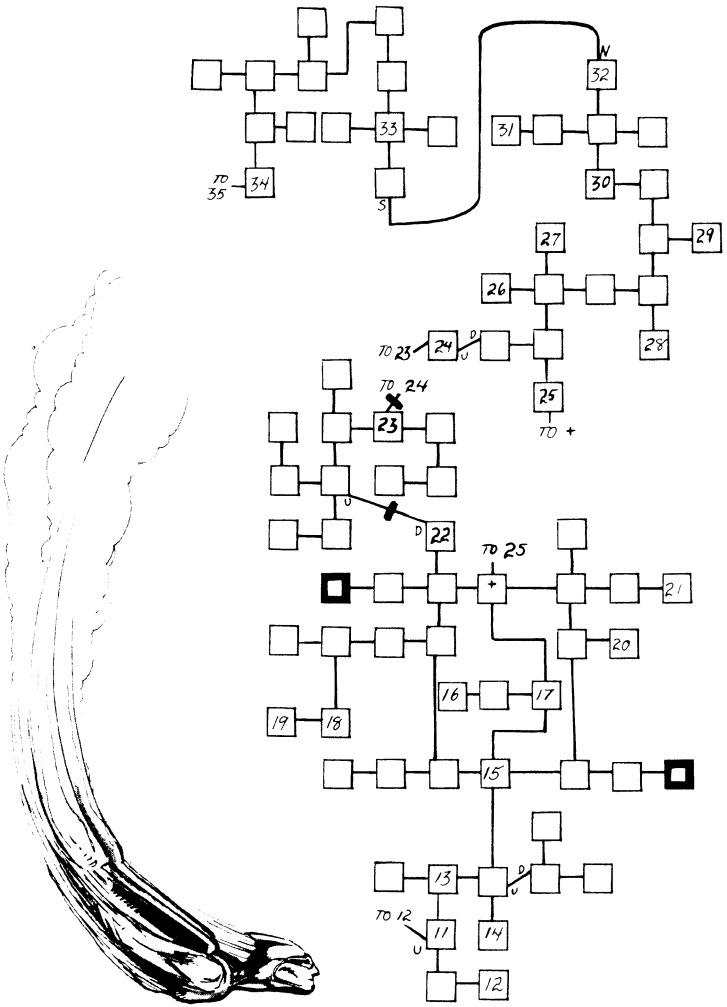
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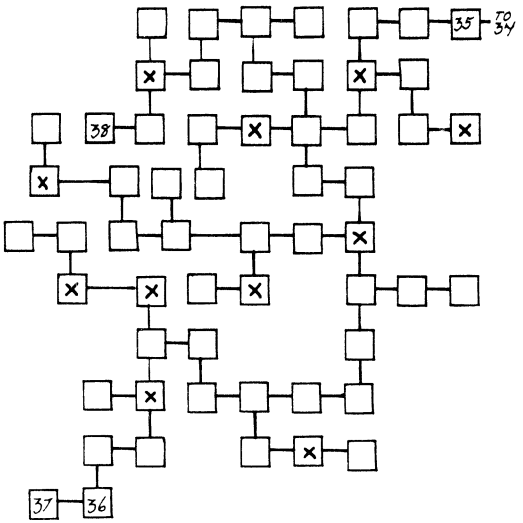
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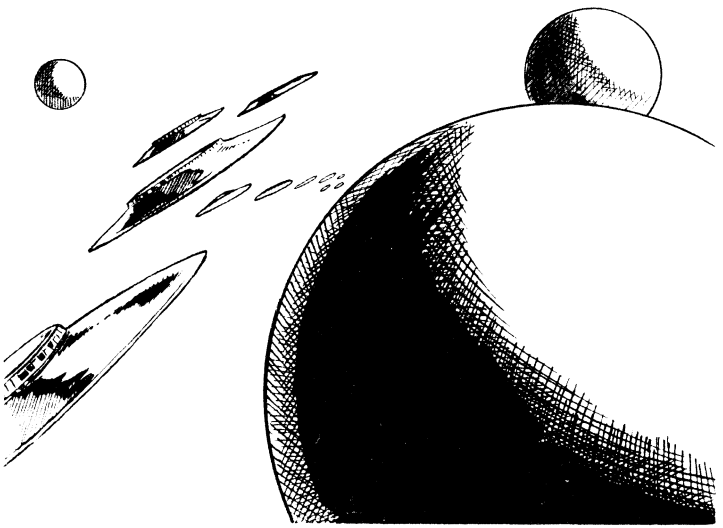

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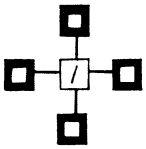

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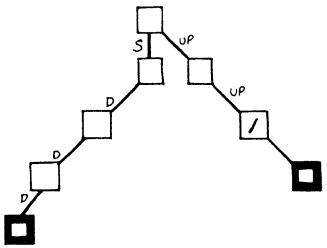

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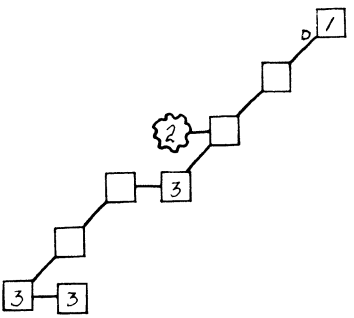

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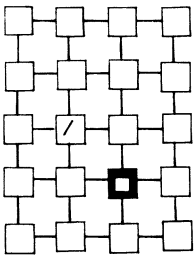

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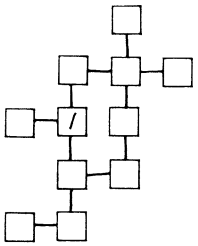

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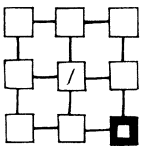

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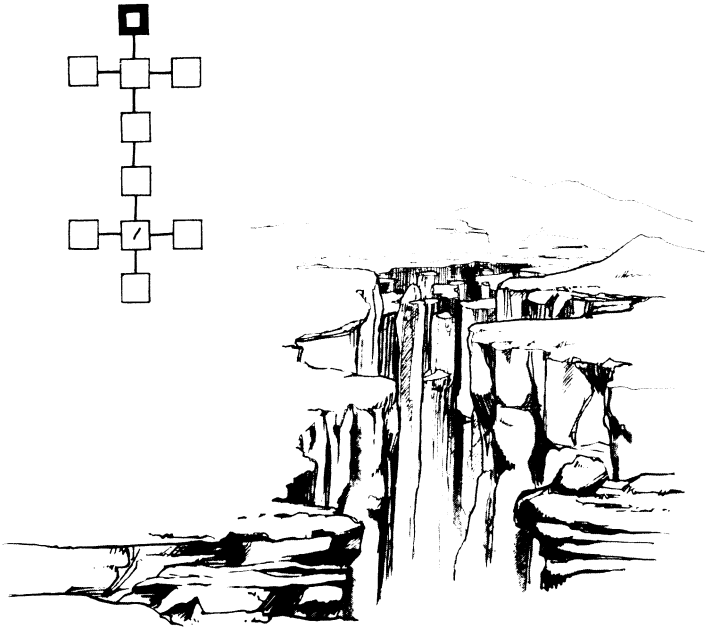

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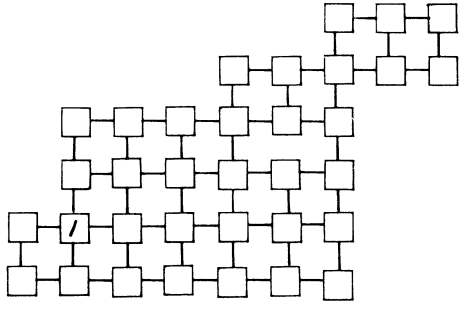

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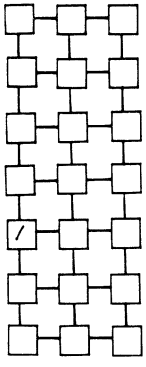
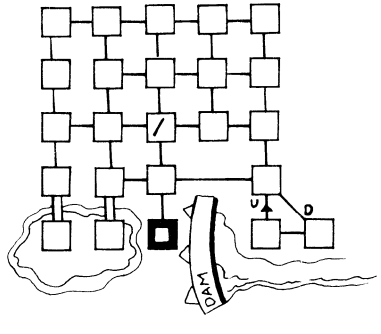


Africa 2082 AD.



THE DARK CRYSTAL

Introduction

The Dark Crystal is the sixth hi-res adventure from Sierra On-Line. The game is based on the movie of the same name. The player takes on the role of Jen, the main character of the film. Your quest is to replace a shard that is missing from the dark crystal, and thus bring order and beauty back into the universe. It helps to see the film before playing *The Dark Crystal,* but it is not necessary.

The key to completing the adventure lies in solving two or three major problems. These are fairly difficult, but once they are solved, everything else comes together fairly easily.

The adventure will be easier (and prettier, there are nice graphics here), if you use a color monitor. Certain objects, like the shards, depend on color for full recognition.

General Hints

When the crystal bat comes it means you are about to be attacked by evil Garthim. If you can kill the bat (see #9), the attack will not occur. You cannot fight the Garthim — you must always escape.

To escape from the Garthim, type RUN or ESCAPE or just move in any direction (N, S, E, W) that is available. If you have the smoke seeds, you can "THROW SEEDS" and then move away. Special tactics are needed at Aughra's observatory and next to the ravine.

Procedures

1. This is where you begin. You must go to #3 to find Ursu.

2. There is some shale here that you need for #5, #6, and #12.

3. Ursu tells you your quest. You can look in the liquid to see the needed shard.

4. Look at the stones, and you will see that their shadows point north. You should go north to #5.

5. Dig here, with the shale from #2. You will find a flute to be used at #16.

6. Cut the lily pad with the shale from #2. You will need it for #13.

7. Take some pebbles. They are used with the sling at #9. Listen to the brook to get a set of directions to follow.

8. You can only go east if you have listened to the brook at #7.

9. There is a sling here. If you have the pebbles from #7, you can kill the crystal bat when it appears.

10. Sit down here. You will see some hieroglyphics. Look at the hieroglyphics to see the important items for the quest.

11. This is the pod village. It is doomed and you cannot save it.

12. Cut the moss with the shale from #2. Then stare at the spiral to find the answer to a riddle. This information will be used at #15.

13. To go north across the swamp, ride the pad you got at #6.

14. You MUST go east from here when you first arrive from the south. Later, when you come from #17, you must go west. Otherwise, you die.

15. You are trapped here by vines. Yell for help until Aughra arrives. Give her the answer you learned at #12.

16. Aughra will ask what you want. You want the shard. To choose which shard to take, you may guess, or you may play the flute from #5. When you play the flute, the true shard will return the sound.

    When you try to leave, the Garthim will attack. Go through the window to get away.

17. From here, go south and make your way to #18.

18. Yell for help. Kira will rescue you and take you to #19. She will accompany you for the rest of the game, until you are separated beneath the castle.

19. Turn the shell over. You will find a pouch with smoke seeds. These can be used when you want to escape the Garthim in many situations. Ride the shell to #11.

20. Jen and Kira must be together to ride the landstriders.

21. You must be riding the landstriders to be able to cross the chasm to the west.

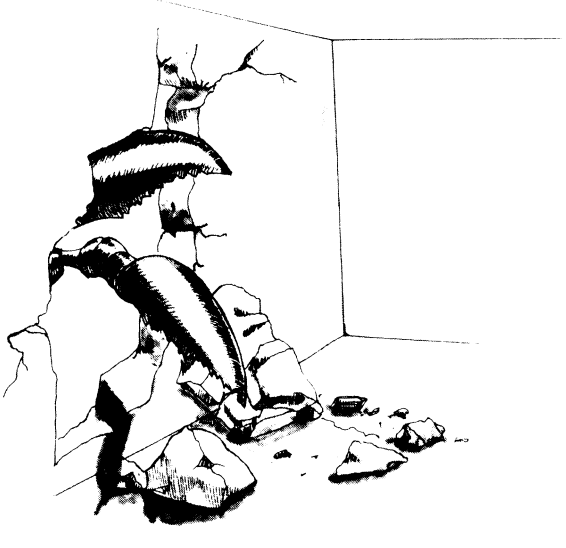
22. When you arrive at the castle, you will be attacked. Your only chance is to jump into the ravine. As you start to fall, grab Kira. Her wings will allow you both to float gently down to #23.

23. You can go east or west forever. You will see two figures — one each move. When you see the one with a triangle inside a circle (this is the heiroglyphic seen at #12), send Fizzgig between the teeth of this figure. If you send Fizzgig at the other figure, Fizzgig will die. When he returns, he will have a key. This is to be used right here to unlock the gate. Open the gate. Now you can proceed to the castle by going through the mouth.

24. This is underneath the castle.

25. Kira is captured here. You can do nothing to prevent it.

26. You are in trouble! First you must run. A Garthim will break a hole in the wall; go through this wall to safety.



27. You can untie Aughra when you find her here. It makes no difference in the game.

28. When you hear footsteps from the north, go south. Otherwise you die.

29. When you hear more footsteps from the north, go west.

30. Go behind the curtain to listen in to the conversation. The Skeksis are talking about a secret passage behind the panel in #32.

31. Take this scepter. If you look at it, you will see a hook on it, to be used at #32.

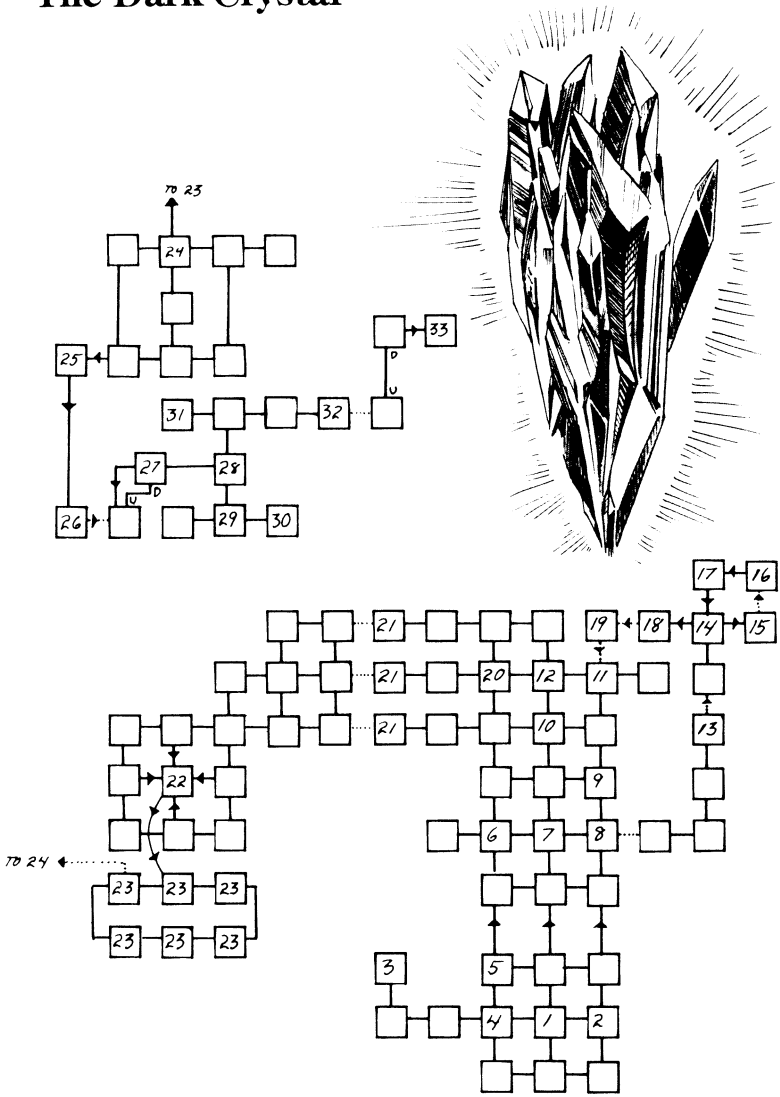
32. Use the hook on the scepter from #31 to open the panel.

33. In order to get to the crystal, you must jump. When Kira offers to throw the shard, you must choose not to save her and let her be killed. You can then fix the crystal. At the end, kiss Kira, and she will be resurrected.

Map Notes

Map location #23 is really a boundless circle. You can go east and west forever, and just see the same thing over and over.

The Dark Crystal



BLADE OF BLACKPOOLE

Introduction

In *Blade of Blackpoole,* you are on a quest to retrieve the sword Myraglym. Your encounters will be hard and many; however, the problems are challenging and well placed, and this leads to great adventuring. An additional feature is the game's ability to handle long sentences, making the game entertaining and satisfying.

General Hints

In this game, you have a limited inventory. Looking at the procedures will let you know which items are needed in which location. Sometimes you will have to drop items and come back for them later.

With the use of the staff and the boat, you will be able to ride the waters. To move around, once you are in the boat, pole in the desired direction with the staff. Also, some of the problems within must be prepared for in advance (see #14), so play carefully and keep your wits about you.

While you are playing, you will receive points for performing certain actions. You also get a big bonus at the end. We don't know how to control your bonus to get the maximum of 500 points.

You will be able to type in "help" or "hint" to get a hint. These will make a lot of sense after you know what to do, so read on . . . .

Procedures

1. This is where you start.

2. The shield found here is useless.

3. The rock found here is not needed.

4. Buy ale at this bar — it is needed at #22. Also, you can get information by just talking and by talking to the man.

5. Buy everything except the knife.

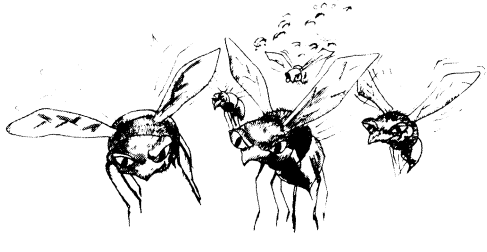
6. This hammer is useless.

7. If you talk to the recluse he will tell you what to bring him. You must retrieve this from #15. When you give it to him, he will give you a riddle which is helpful at #17, and a book to be used at #23. You will get 30 points.

8. At the quicksand, all you have to do is swim in the direction that you want to go.

9. This potion is used at #11.

10. With the honey from #5, catch some bees. These will be used at #12.



11. There is a boat here. You need it for #12, but it is too heavy for you. Therefore, pour the potion from #9 on the boat. It will shrink, allowing you to carry it. You get 40 points.

12. In order to get by the man-eating plant, you must give him the bees from #10. This is worth 30 points.

13. The battle axe found here is not needed.

14. Drop the honey here. You will eat it when you get hungry on your return trip after #28. Then you will get 30 points.

15. The first time you come here, you will fall into a pit. To get out, you must throw the rope (from #5) and climb up. Don't forget to get the rope again. Then, after #16, you must come back here. You will find an amulet, which you should take to #7.

16. At this spot, you must light the lamp from #5 with the torch. Keep it lit for the rest of the adventure.

17. From the riddle at #7, you should know to sing here. However, make sure you have the following things before singing: staff, lamp, book, rope, boat and ale. Your passage to #18 is good for 30 points.

18. To open the passage to the north, step on the pad. This will give you 20 points.

19. This tuning fork is to be used at #24.

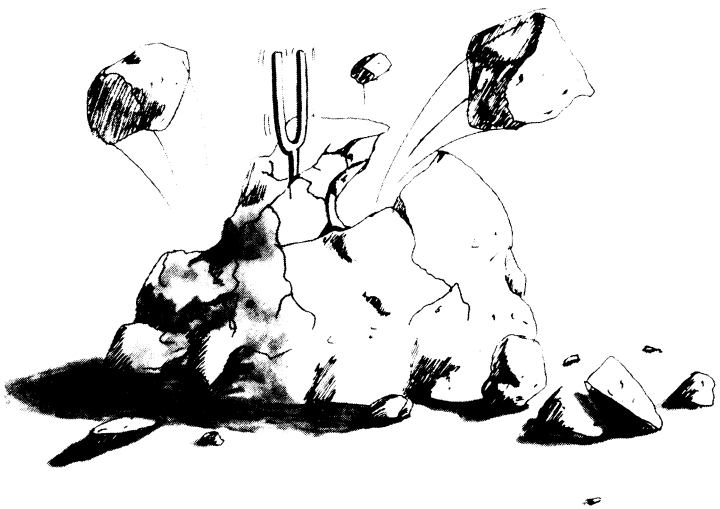
20. To go down, tie the rope and then climb down. You don't use the rope any more after you are done with it here.

21. If you drop the boat from #11, it will return to normal size. You will get 40 points, and you will be able to pole north.

22. To get rid of the monster, pour the ale from #4 in the water. This will intoxicate him, rendering him unconscious and giving you 40 points.

23. Give the book from #7 to this statue. You will receive a key for #26, as well as 30 points.

24. To get rid of the boulder, break it with the tuning fork from #19. Take 50 points.

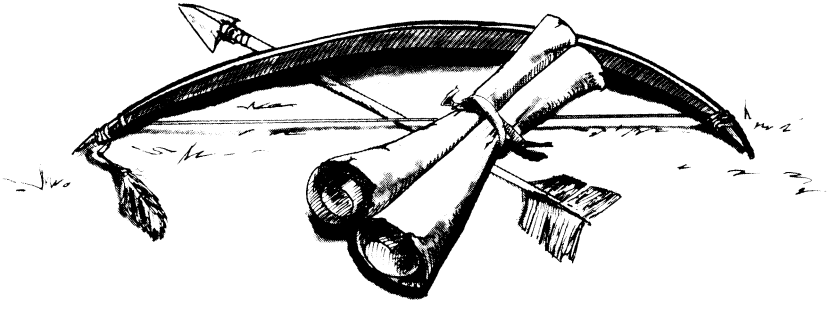


25. This helmet is used at #30.

26. In order to unlock the door, you must have the key from #23.

27. This plaque gives good advice. Heed it.

28. This altar is the home of Myraglym. After getting the sword from #32, bring it here, drop it, and say its name. This will teleport you to the spot just south of #17.



29. This is a fairly simple maze. Going north and south leads nowhere. To get back to #27, you must repeatedly go east. If you cannot go east, go west once or twice until you can go east. Within the maze, you will find a scroll and a longbow, both for use at #31. You can read the scroll now and see two spells. The first spell is a curse (don't say it), and the second one is for #31.

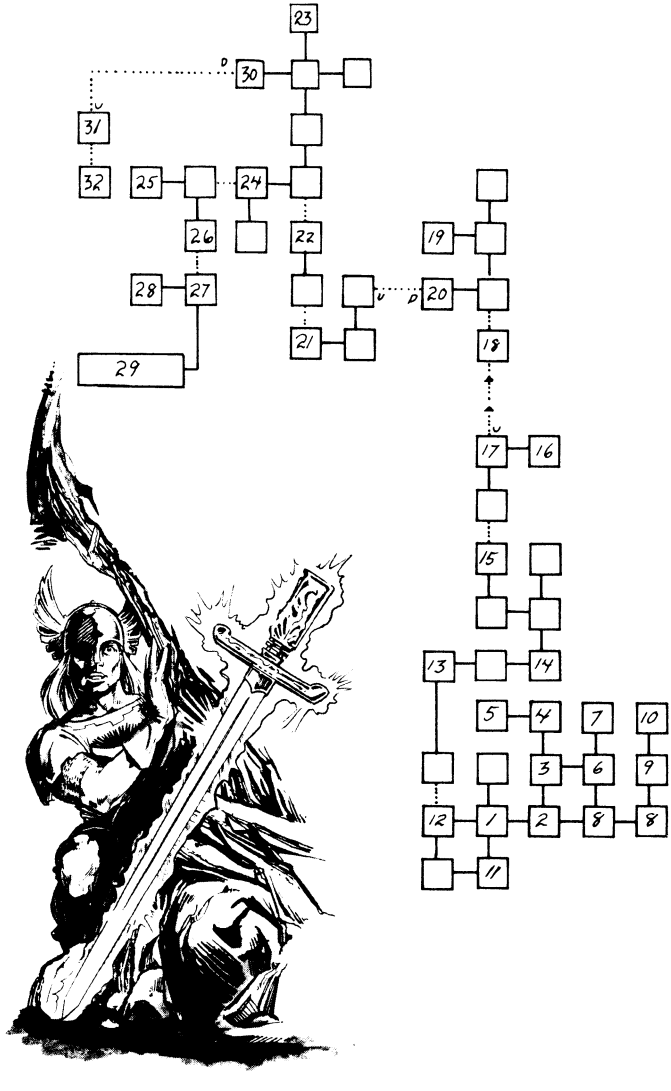
30. With the helmet from #25, you can go down.

31. With the scroll from #29, say Mahden to summon an arrow and earn 50 points. Then pick up the arrow, shoot the lizard, and get 40 more points. You can go north or up to get back to #30.

32. Myraglym lies here. Take her to #28 and perform the mentioned ritual.

Note: You will receive the rest of your points upon return of the sword to #4.

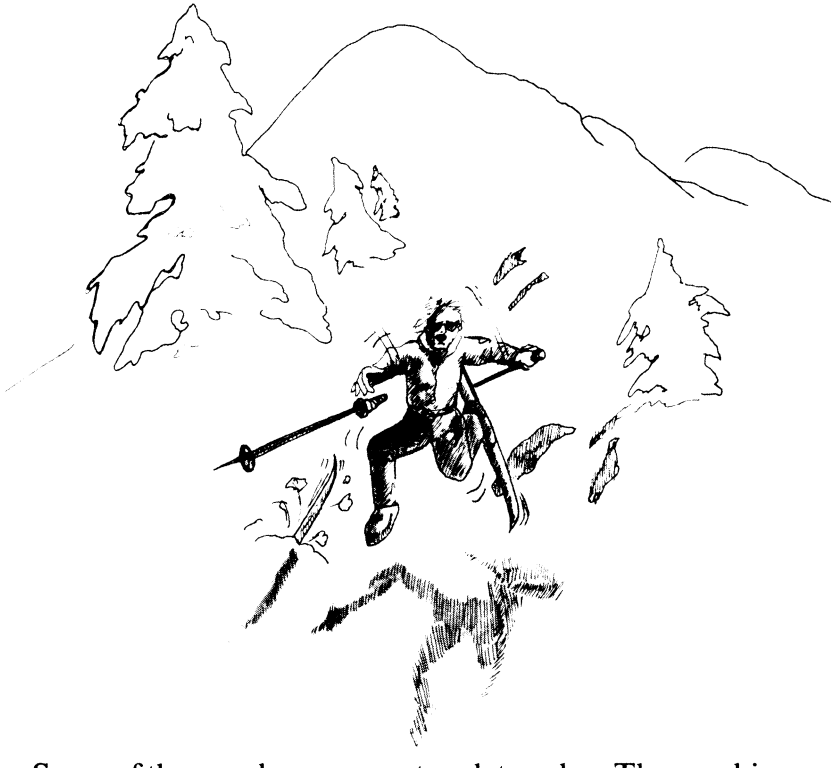
Blade of Backpoole



ESCAPE FROM RUNGISTAN

Introduction

The goal of this original and inventive game from Sirius Software is the same as the name — to escape from Rungistan. Unlike most of the games in this book, *Escape from Rungistan* requires some manual dexterity in addition to puzzle solving skills. Several of the scenes include live animation graphics, and you are required to do something (or not do something) before the animation is finished. The ski scene is challenging, but if you are a slow typist, you may have even more trouble with some of the other problems.



Some of the puzzles are very tough to solve. The graphics, aside from the animation, are very simple. (There is a pretty snowstorm at #9.) A black and white monitor would be just fine for this game. The vocabulary is fairly limited, and only two word commands are accepted.

Two additional features help make the game fun to play. One is that the graphics appear quickly, with very few disk accesses between locations. The other is that cute songs (which you can turn off) are played at various locations during the game.

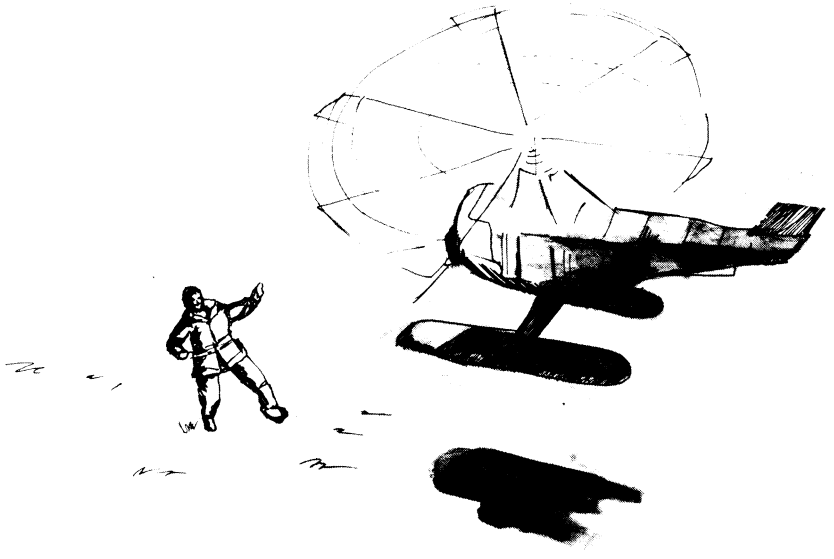
Escape From Rungistan is divided into three sections on the disk (beginning, after gorge and after river). If you die, you have the option of going back to the beginning of the section you were in. You can, of course, save games whenever you want.

General Hints

If the snake ever appears on the screen, do not touch the keyboard. This is equivalent to not moving in real life when you see a snake. The serpent will leave, and you may continue.

If the helicopter ever appears on the screen, and you are not at #20, you may die. Sometimes you can escape by quickly moving back in the direction you came.

We recommend that you save the game at several spots (e.g., before and after skiing, etc.). After the farm, you should save frequently, in case you get caught by the helicopter.

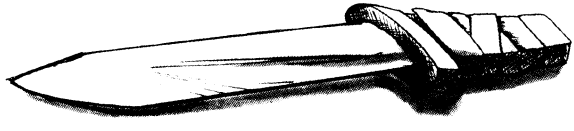


Procedures

1. In order to escape from the cell you must follow these instructions: Call the guard and ask for food. He will bring you a steak, some cheese, and a candy bar. Get the cheese and give it to the mouse when he appears on the screen. The mouse is used at #19, so take him. Read both books, but make sure you read the left one first. You will need the knowledge you gain from these books later on. After you eat the steak, you will be strong enough to move the bed to the window. Then climb the bed and give the candy to the boy. Go down and dig a hole at the wall. Go through the hole to get out of the cell.

2. Climb the stairs and get the rope to use at #6.

3. To cross the gorge, you must run and immediately jump, before the line reaches the bottom of the screen.



4. This knife is to be used at #5.

5. With the knife from #4, you may kill the bear. Then read the wall. These instructions are used at #9.

6. When you try to cross the bridge, it will start to collapse. You must immediately throw the rope from #2. You can then go east.

7. Kick the door down. You will then be able to go through it.

8. You are inside the cabin. These skis are used at #9. Go through the door to get back to #7. Save the game before you go to #9 and ski.

9. With the skis from #8, you must say GERONIMO fairly fast, or you will freeze to death. Good luck! Use the left and right arrows to steer between the trees.

10. Look at the tree, and you will see a canteen. You will fill it at #13 and use it for #14.

11. You will need a raft at #13 to cross the river. When you come here, say "build raft." When the computer asks what with, answer "doors," and you will get a raft built from the saloon doors. Enter the saloon to reach #12.

12. Inside the saloon there are several items. The only one you really want is inside the locked cabinet. To find out the combination you need to look at the horns (L14), the register (4R), and the bottle (21). As soon as you look at the bottle, replace it, or it will slip from your grasp and you die. Whatever you do, don't take the bottle. The final part of the combination is on the trunk of the tree at #15 (L7). To enter the combination, you have to put the whole thing as if it were a single word (i.e. L14R21L7). Take the bottle you find inside for use at #30.

13. Fill the canteen from #10 with water. Do the rest of part II (through #16) before coming back here and crossing the river with the raft.

14. As soon as you touch the keyboard, the rebel will drop some lit dynamite. You must pour water (from #13) right away to put it out. Take the dynamite — you will use it at #27.

15. Look at the tree. You will see a mitt to be used at #16. Look at the trunk to see the final part of the combination for the cabinet at #12.

16. With the mitt from #15, immediately catch the egg. You will eat it after #17. Make sure you have solved the cabinet from #12, then go to #13 and cross the river. (You will use the navigational knowledge you gained from reading the book on the left in the jail cell.)

17. Two moves from here you will get hungry. When you do, just eat the egg from #16.

18. Ask for work and you will get some money which you will need at #23.

19. Give the mouse from #1 to the cat. The feline will leave, and then you can get the glass to use at #27.

20. Wait until the helicopter comes, then go west.

21. Read the almanac. It will tell you something about eclipses. You need this information for #22.

22. When the native catches you, predict an eclipse (which you read about in #21). This will keep you from getting cooked. You will then have an empty gas can for #23.

23. With the money from #18 and the can from #22, buy some gas. Use it at #25.

24. Look at the mail and find a license (you earned this by reading the book on the right in the jail cell). You'll need it at #25. If you read the graffiti you will see the direction which you must fly the plane (#25).

25. Enter the airplane and fill the tank with the gas from #23. Take off. When the plane is in the air, go north, east, south, south, east, and north (you know this from the graffiti at #24). Push the button, land the plane, and exit.

26. You will not be able to fly the plane again.

27. To clear the road, light the dynamite from #14 with the glass from #19. Drop the dynamite and go north before it blows up. Wait a few seconds before going south again.

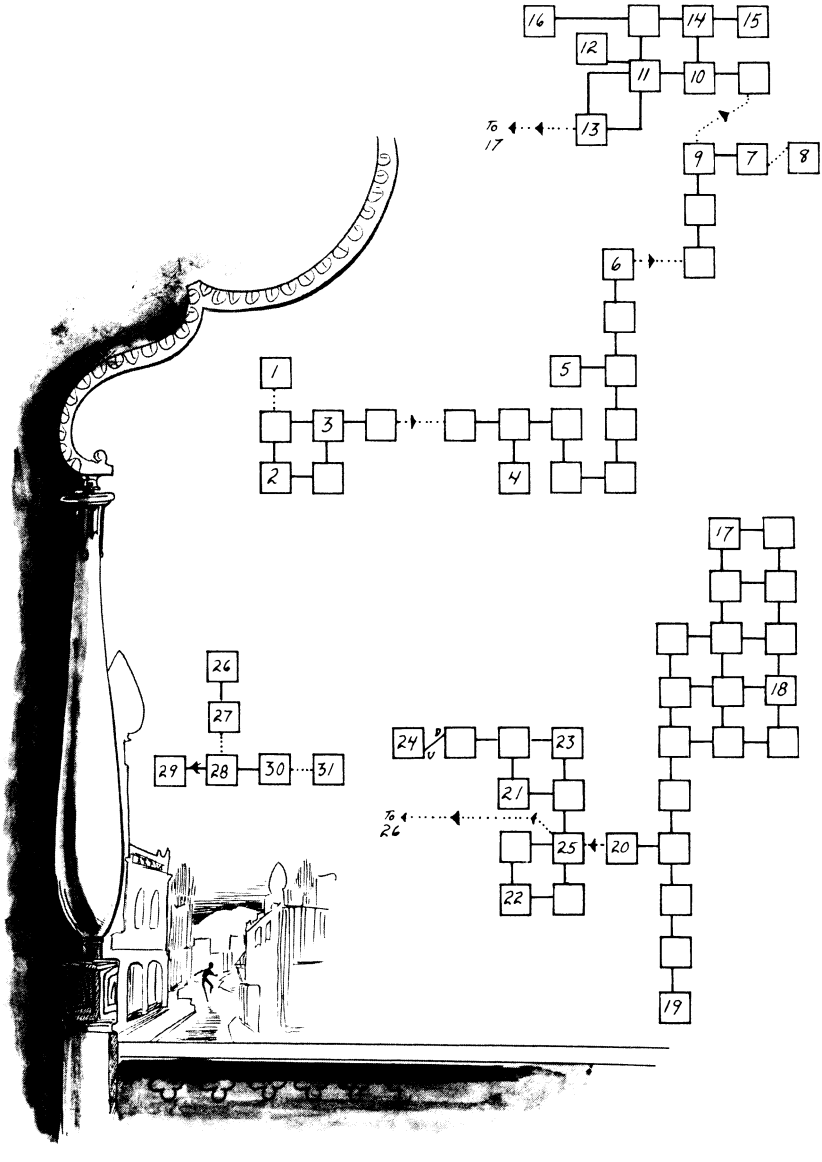
28. Read the sign and remember that you are facing south. You must go east, not west.

29. Death awaits you here.

30. Give the booze from #12 to the guard. Lift the gate and go east.

31. Freedom! Safety! Nuggyland!

Escape from Rungistan



SHERWOOD FOREST

Introduction

In *Sherwood Forest*, the lighthearted adventure by Softoon, you play the part of Robin Hood. Your goal is to marry Maid Marion and live happily ever after. It will not take very long to finish the game. If you are an experienced adventurer, you will probably be able to do it without using too many hints — the puzzles are relatively logical.

This game features marvelous graphics. Several of the scenes include small pieces of animation, for example, somebody's eyes will move. Also, the pictures load very quickly — this adventure wins the fast graphics award. This comes in handy since you have to do a lot of moving back and forth in this game. Another nice feature is that the display tells you which directions you can move at any given time.

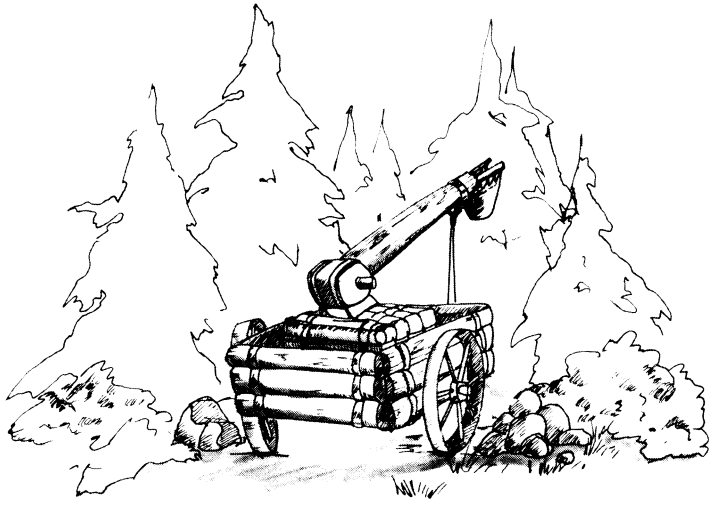
General Hints

The hardest problems will probably be the catapult and the wind from the cave. With the crank, you can have the catapult send you one of two places — #17 or #24 (at the end). When you activate the catapult, you must be wearing the lifejacket or face death.

You will not be able to explore the cave with the strong wind blowing. To counter this, you can cover the cave with the boulder (see #11).

Another problem is that you can carry only a limited number of items. You must keep this in mind when you plan your strategy.

Finally, you will encounter a unique problem if you use any dirty words. You will be immediately transported to the Maze of Foulmouth, and you will have to say you are sorry before you can get back to the game!



Procedures

1. This is the starting point.

2. Look in the water. You will find a whetstone to be used at #5. Also, after #22 you will come back here and wash yourself.

3. Rob the taxman and get a bag of gold. It is needed for #6.

4. This will be the entrance to your future home if you finish the adventure.

5. There is some steel here — take it to use at #8. Also, fix the grinder with the whetstone from #2. After #14, you will come back here and sharpen the ax.

6. When you give the beggar the gold from #3, he will leave and drop some flint. You will use this at #8.

7. Maid Marian is here. For now, just get the awning and use it at #9. After #22, you will come back to kiss her and marry her at #23.

8. Strike the flint from #6 with the steel from #5 to make a fire to burn the hay. You will find a needle for #9, and after looking through the ashes several times, you will also find a thread for #9 and a penny for #23.

9. If you read the note, you will know to drop the awning from #7, and the needle and thread from #8. Then leave and come back, and you will find your uniform to be used at #10. You'll also find some thread for #22 and another note.

10. The first time you cross this log, you must be wearing the uniform from #9. If you're not, Little John won't let you by.

11. This is where the wind comes from. Before you do #12, you must move the boulder to block the cave. To do this, drop everything, move the rock, then pick up all your things.

12. To get down (after you have stopped the wind at #11), just jump.

13. There is a lifejacket here. You must be wearing it at #16, #19, and #20, and you need it for #21 as well.

14. There is an ax here. You will need it for #17, but first you must sharpen it at #5.

15. There is a crank here. It is used at #16. Go sharpen the ax at #5 before going to #16.

16. Before you do anything else, drop everything except the lifejacket from #13 and the sharpened ax. You must be wearing the lifejacket, not just holding it. Now, insert the crank from #15 into this catapult. Turn the crank once. This will aim the catapult at the tree you want to go to. Push the button and you will go to #17.

    You will need this catapult again after #23. Then you will attach the telescope from #23 onto the catapult. Make sure you have the lute from #21. Each time you turn the crank, it will change the aim. Look through the telescope to see where it is pointed. If you push the button when you see the tree, you will die. But if you push the button when you see your home, you will be catapulted there and win the game.

17. You are at the top of a tree.

18. With the sharpened ax from #14, chop the tree. Then you can get the pole to use at #19. Leave the ax here.

19. At this point, you must have nothing but the lifejacket and the pole in your possession. Wearing the jacket, use the pole to pry at the rock. You will go to #20.

20. If you are wearing the lifejacket from #13, you will survive. Swim for awhile, until a boat picks you up (#21).

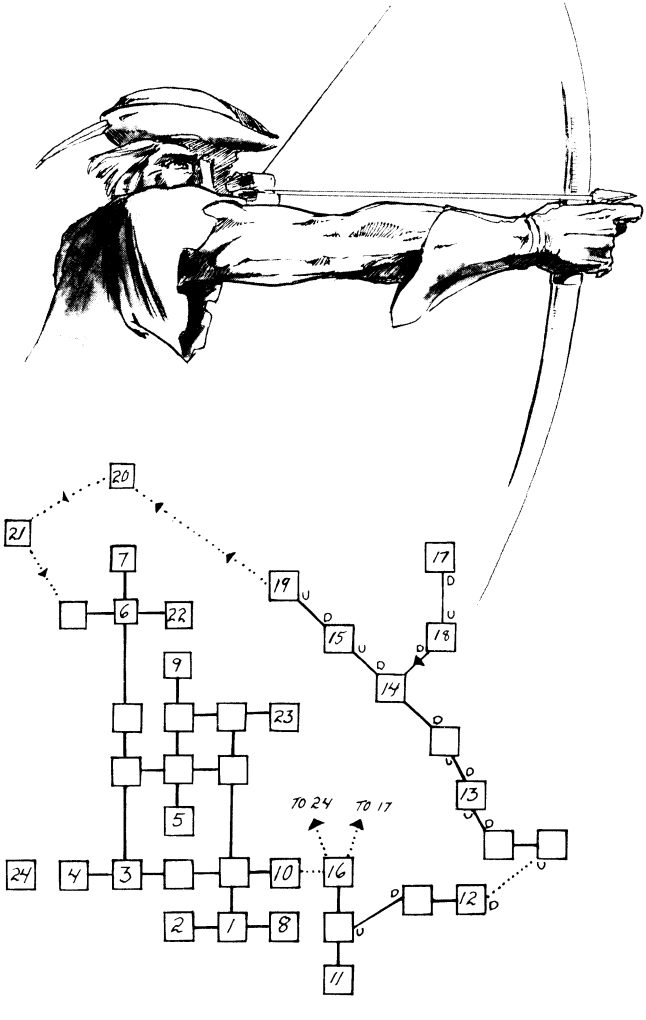
21. Give the lifejacket to the sailor. He will give you a lute for #22 and dump you on the pier.

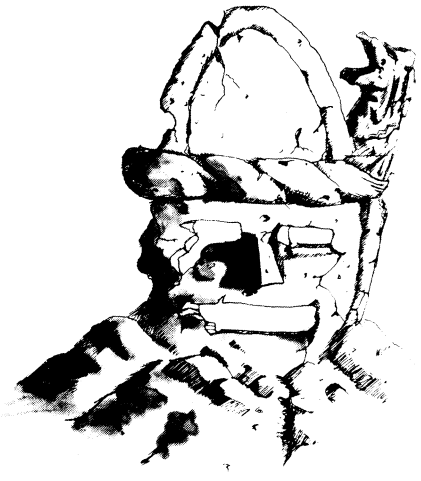
22. First, go back to #16 and get your equipment. Then come back here. With the leftover thread from #9, string the lute from #21. Go to the stage and sing or dance. Even though you get a little dirty, you will catch the men's attention. Now play the lute and you will get a charm. Wear the charm, go wash yourself at #2, and go kiss Maid Marian at #7.

23. After you kiss Maid Marian at #7, come here. Give the penny from #8 to the Friar, and you will be married. You also will receive a telescope to use at #16. Go back there now.

24. You win! Congratulations.

Sherwood Forest





THE MASK OF THE SUN

Introduction

In *The Mask of the Sun* by Ultrasoft, your goal is to find and return the fabled Mask of the Sun. This quest is similar to the movie "Raiders of the Lost Ark" — full of fast action and excitement. Ultrasoft's graphics are unusual — many scenes are animated. The game has a fairly good vocabulary and the ability to comprehend complicated sentences.

This is an extremely difficult game. Some of the puzzles are deliberately misleading. If you are a seasoned adventurer, with a taste for tough problems, then *The Mask of the Sun* is for you.

The game includes some simple animation. The full screen can change several times for a single move, to give you the feeling of actual motion. This is fun for a few turns, but it becomes repetitive and boring fairly quickly.

General Hints

There are two directional schemes used in *The Mask of the Sun.* The conventional N, S, E, W (and compounds NW, NE, SW, SE) are used when you are riding in the jeep. However, when you are on foot, everything is relative. You move FORWARD, BACK, RIGHT or LEFT, depending on which direction you are facing. The direction you face changes with every move except FORWARD. It may help to turn the map as you go, so the direction you are facing is at the top.

There are (at least) two exceptions to this unique scheme — see #2 and #21.

Inside the jeep you will find some supplies which you will need. Take them with you whenever you leave the jeep. A guide, Raul, will accompany and assist you.

There are numerious ways to die in this game, so be sure to save the game frequently.

Procedures

1. This is the start. Exit the plane and begin your adventure. This game is full of cryptic maps, which may or may not be of use. You must enter the jeep and drive north.

2. Before you exit the jeep, take everything. You will need some of these things. Light the lantern. This entire pyramid (up to #11) is not really necessary for you to complete your quest. The only valuable items are three bowls — made of gold, silver, and jade. They will only be of use to look at them and see crude maps. If you want to, you can skip directly to #12, but you will be missing some of the fun.

   When you exit the jeep, you will have to start moving FORWARD, BACK, LEFT, or RIGHT. However, if you go back to the jeep, then want to return to the pyramid, the only way is to go west.

3. There is a snake here. You must shoot him quickly or die. Then you can search the platform and pry open the door.

4. There is no way to avoid the pit, and nowhere to go from here. To get out, just climb up using the rope.

5. The tunnel ends here.

6. When you get the jade bowl, the floor will collapse. You will fall to #7, where you will be facing north.

7. This is an intersection after #6.

8. If you search the sarcophagi, a ghost will come out. Wait 30 seconds until it dissipates, and then get the gold bowl.

9. Believe it or not, there is nothing to do here.

10. When you enter this room, you will be facing west. To open the western door, get the urn and put it on the right pedestal. Before exiting, go to #11.

11. When you try to get the silver bowl, the skeleton will animate. You must hit him with your amulet. Then you will be able to get the bowl.

12. Exit the jeep, look at the statue, and you will see a secret word. It is the password for #23. You will not be able to go anywhere unless you put the head back on the statue — you must do this holding only your pills. If you have more things, the head will be too heavy. If you don't have your pills, you will die. You will encounter this jaguar again at #32. Be sure to pick up your equipment again.

13. After you enter the house, give the old woman some food in exchange for her flute. The flute is used at #32.

14. If you give the pedlar anything, you will receive a useless bottle of Pepto-Bismol.

15. This is just an intersection.

16. This is a useless pyramid. Each room inside has a door which cannot be opened, and the keys found within are not needed anywhere.

17. Raul will ask a stupid question when you are heading NW.

18. This is the first time you will encounter Francisco Roloff. There is nothing to do — it is just a little warning.

19. The first time you arrive at the pyramid, Raul will stop the jeep. You will have to go west to continue. To enter, simply go down.

20. We recommend that you save a game here, since you might not survive the next 2 rooms. The dying man refers to the three bowls (#6, #8, and #11) that you may have gotten from the first pyramid.

21. You must go SW immediately to escape the fumes. This is another exception to the rule that when on foot you can only go forward, etc. There is no way to save Raul.

22. Jump at the right time. Good luck! We found no pattern to follow. Do not go back — if you do, you will share Raul's fate.

23. You must say the password (xotzil) that was written on the statue (#12). Go forward here. The passage to the left puts you in a dark maze, the passage to the right puts you in what seems to be a single inescapable room.

24. You should probably save the game again here, so you won't have to go through #22 again if you die. Go forward to the altar.

25. When you look at the altar, you will find a small hole. The only way to open this altar is to put your amulet in the hole. A mask will appear! But this is a false mask, as you can tell from its dark eyes. Take this mask, and search the altar again to find the true Mask of the Sun! When you try to leave, you will realize that you are trapped. Use the mask to reveal a secret passage here, and later at #31.

26. Any direction other than forward will return you to #26. This can go on forever.

27. The sun face will ask you a riddle. Try to work it out yourself. If you can't work it out, you can find the answer by taking the first letter of each word in the following sentence. Can our feathered friends impersonate nightowls?

    If you answer incorrectly, you will be thrown into a dark maze. Go in any direction and after several moves you will be back at #27.

    You will then get a second riddle, and if you can't answer that, you can return again for a third riddle. The answer to the third riddle is "man."

28. This is the beginning of a fairly complicated maze. It helps to remember that you will be facing different directions, depending on which way you are going. If you try to go to #27, you will just end up here again. If you go right, left, left, left, you will get to a place where forward takes you to #29, or right takes you to #30.

29. This is a very deceptive trap. There is no way to reach freedom here. Many people reach this point and think they just have to solve one problem here to get out. It is a false exit.

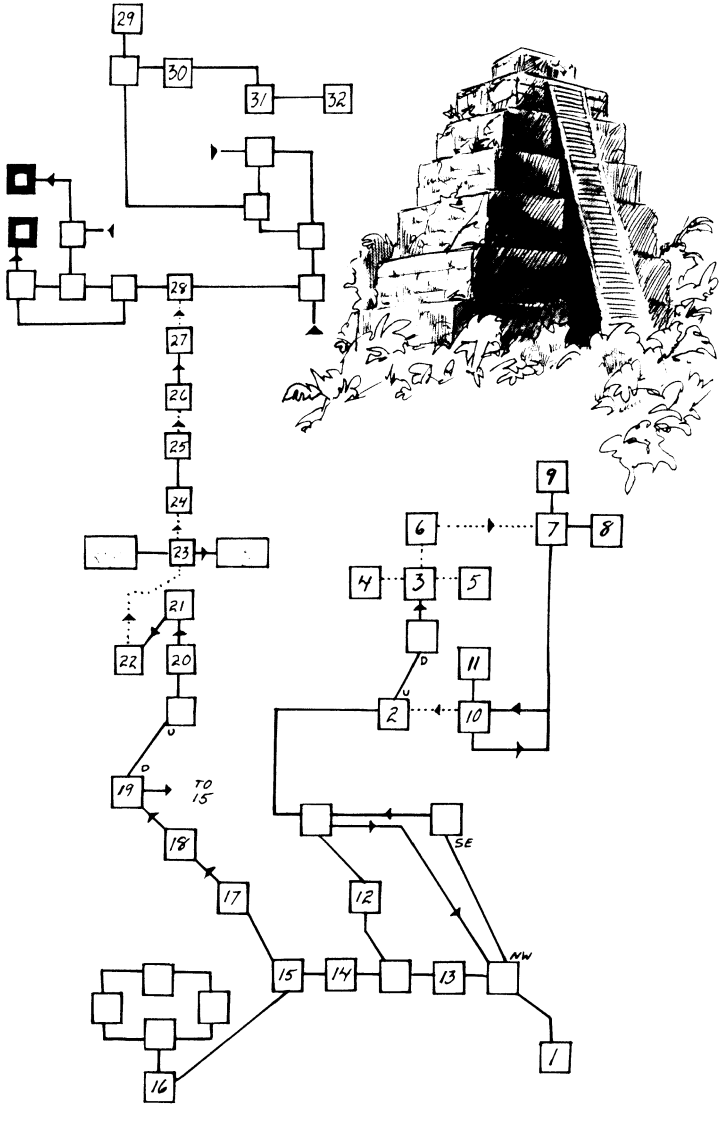
30. Even though it looks like you are going to be crunched, you won't be. Just go forward to #31.

31. This maze is unmappable. The only way to find an exit is to wear the mask from #25 and go in any possible direction. Then wear the mask again and move. Repeat this until you arrive at #32. This will take quite a number of moves, and there will be no apparent progress until suddenly you are out of the maze. This is a somewhat unfair problem, as there is no way to know what to do. You must repeat the same apparently useless action about a dozen times before you get any result.

32. You have found Francisco Roloff one more time. He won't let you run away, and if you try to fight him, you will be killed. The only logical thing to do is to hand him the Mask. He will soon be taken care of, but you will then be in danger as the jaguar from #12 faces you. You must then play the flute from #13, and exit to victory!

Map Notes

The heavily bordered square ◘ means unavoidable death. You can sometimes go in compound directions NE, SW, SE, or NW. These are shown on the map as 45 degree angles from the corners of the squares.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THE SERPENT'S STAR

Introduction

The Serpent's Star comes from Ultrasoft. It is a sequel to *The Mask of the Sun,* and like the earlier game, this one is a bit confusing. You play the same character, and you must use the same funny directional scheme (N, S, E, W part of the time, and Forward, Back, Left, Right part of the time). You will find the same animated graphics and tough puzzles.

One puzzle in particular is sure to send you scrambling for help. At location #30 you are required to answer a riddle that requires either a strong grounding in Buddhism, or an awful lot of luck. All in all, this game is nearly impossible without some help.

The graphics include some cute animation within individual pictures (#25 is especially nice). Sometimes, you will get many pictures for a single move. This can be frustrating because of the long waits.

Like *The Mask of the Sun, The Serpent's Star* can recognize some complex sentences with several words.

General Hints

While you are traveling along roads, riding your horse, you move North, South, East, or West. But when on foot, you must go Forward, Backward, Left, or Right. Any move other than Forward may change the direction you are facing, so you have to keep reorienting yourself. (One way to handle this is to turn the map as you go.) This directional scheme is somewhat inconsistent; however, the Look command will usually tell you what directional options are available.

At several locations, you also will need to use a compound directions — NW (northwest) and so on.

Some items (e.g. the caravan) will only appear once. If you miss your first chance, there will be no way to recover.

If your arms get full, put some things into your pack.

Save the game frequently. Death comes easily.

Procedures

1. This is the start. You can get a bit of information from the Lhasa scrolls that you have.

2. You must approach this caravan now. You will not encounter them again.

3. Buy all of the equipment except for the tea and the saddlebags (you have your own pack to put things in). Ride the horse to save time. You will use the tent at #17, the tsampa at #13, and the butter at #9. Put some of these in your pack, so you can carry everything. Mount the horse.

4. Leave your horse tied up before entering the inn to #5.

5. Approach in turn, the westerner and the old man. Talk, buy drinks, and give the drinks to them. You will get some information. Also, the westerner will give you a lamp and fuel for use at #14. Sleep when you are done talking.

6. Everywhere that #6 is marked on the map, there is a bridge. They are all the same — just dismount and cross. There is no danger.

7. To the north lies a monastery.

8. Knock and give some coins. You will be let in. Leave the horse outside.

9. The noble thing to do is to offer some butter from #3. This gets you a visit with the abbot.

10. Ask the holy man about the scrolls. You will be taken to #11, and you will get valuable information.

11. Don't try to do anything with the scrolls by yourself. You will be kicked out of the monastery without any equipment. Go Back to leave. When you reach the Buddha, go Back and exit to get outside.

12. You do not have to come here. Shoot the wolf quickly and repeatedly, until he dies. It is a matter of luck whether you hit him or not.

13. Approach the man, and offer him some tsampa from #3. Ask him about scrolls, then accept the monk's scroll to use at #18.

14. Before entering the cave, you need light. Fill the lamp with the fuel (both from #5) and light the lamp with your matches. Although you are still riding your horse on the highway, you will have to use F, B, L, R directions from here until the end of the game.

15. The statuette is useless. A couple of Yeti will force you to return it if you take it. Save a game now, before going to #16. You might not survive that step.

16. Avalanche! You must cross at the right time. There are two lips on the hill. You can dash forward the second time that there is a boulder just above the lower lip (above, and perhaps a tad to the left of it). If that doesn't work for you, just try various times until you get it. Then save the game after you make it past!

17. If you do not have the tent from #3, you will not survive the night.

18. Knock and show the monk's scroll from #13. You must leave the horse before entering. If you try to exit, you will be in darkness forever!

19. You will need the shield at #23.

20. Look at the tapestry; you will see a secret stairway.

21. Extinguish all three flames. You will then be able to open the door.

22. The three gems are for #34. The shell inside the chest is for #35.

23. Open the case — you will be in darkness. Go in any direction for a few moves. If you have the shield from #19, you will end up at #24. If you don't have the shield, you will end up at #19.

24. You must be wearing the robes to get to #30. If you aren't, you will be caught and thrown into eternal darkness.

    The key will be used at #26. The staff will be used at #27 and #28.

25. Nothing can be done about the monk or the statue.

26. You must have the key from #24 to unlock the left door.

27. Get the scroll. You will receive instructions for later in the game. Also, you can read the inscriptions on the staff. You must say these at #28.

28. Say the letters from #27 (t s k d g) to destroy the statues. Look through the rubble to find a black gem for #34. Open the door.

29. This orange gem is used at #34. Do not fight with the students you are about to encounter!

30. Try to figure out the answers to the first two riddles on your own. We give the answers spelled backwards, so you won't read them by mistake. You must answer all three correctly on the first try.

    The first answer is fairly easy (nogard). The second is easy also (gnay dna niy). But the third is incredibly difficult. It requires knowledge of a Buddhist saying, and doesn't refer to an actual city at all (nam). The meaning is that humans have nine openings to the outside world.

    After you answer the questions, go right.

31. You need this blue stone for #34.

32. Ring the gong once, and you will be successful at #35. But if you don't ring it, or you ring it more than once, you will never find the Serpent's Star.

33. The jar of tsampa is not needed. DO NOT GO FORWARD from here, or you will step into eternal darkness. Go right.

34. Put the various gems you have found into the dents in the door. The order must be from darkest to lightest: black stone from #28, violet stone from #22, blue stone from #31, green gem from #22, orange gem from #29, and clear crystal from #22. This is the only way to get the door to open.

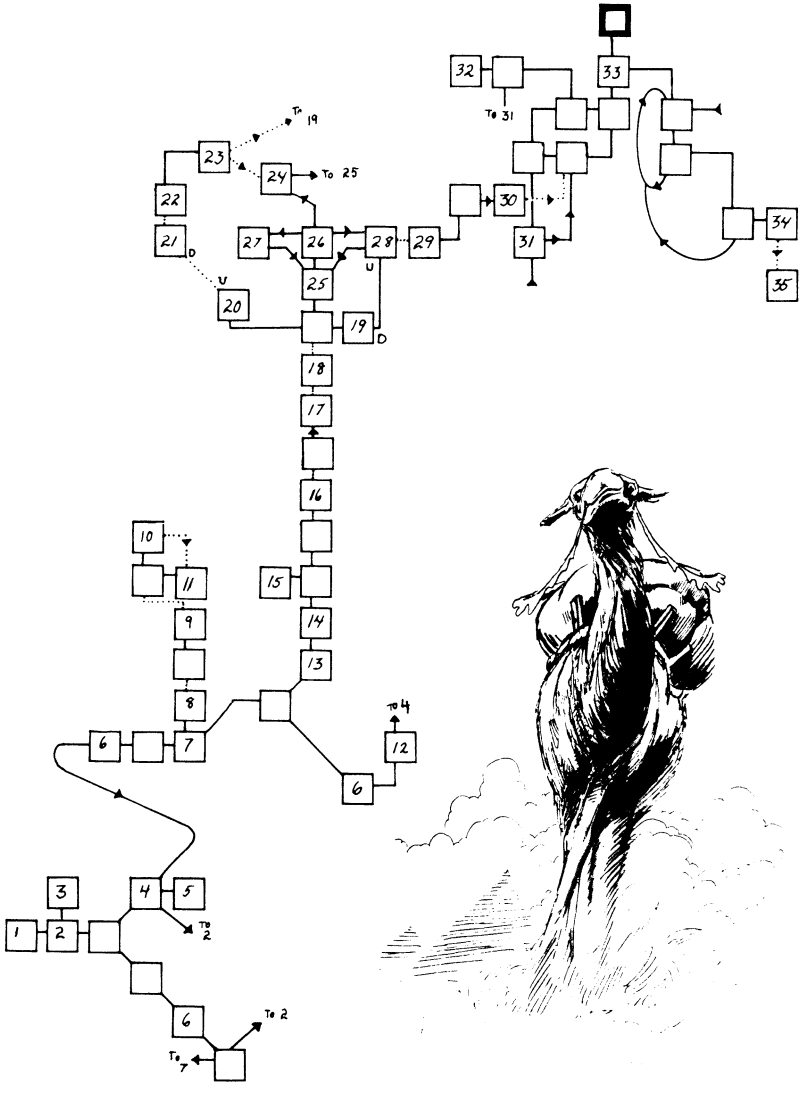
35. If you rang the gong at #32 once, then a jade hand will be holding the Serpent's Star. Use the conch shell from #22. You will get two more riddles (answers spelled backwards). The first answer is (wobniar), and the second is (anavrin).

    The answers get rid of the dragon. Now drop all of your equipment. Get the Serpent's Star. Go to the niche and put the Serpent's Star there. You have won the game!

Map Notes

The dark box ■ means eternal darkness, equivalent to death.

Serpent's Star



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